THE COMPLETE GUIDE TO THE AMIGA

CU AMIGA



THE BEST AMIGA DISKS MONEY CAN BUY

EXCLUSIVE! PRO PAGE 3
- Reviewed and Rated

NO DISK ATTACHED?
ASK YOUR NEWSAGENT

NO DISK ATTACHED?
ASK YOUR NEWSAGENT

SOUND ADVICE

CREATE BRILLIANT MUSIC ON YOUR AMIGA

FROM SAMPLES TO SEQUENCING, WE SHOW YOU HOW...

PLUS
- MATH VISION – TURNING NUMBERS INTO ART
- AD PRO – PIXEL POWER AT YOUR FINGER TIPS

FIRST REVIEWS: Daemonsgate, Titus the Fox, Project X, Castles

APRIL 1992 £3.95
US$6.95 DM20 PTA 995 L13600
AN EMAP PUBLICATION

BRITAIN'S FASTEST-GROWING MAGAZINE SETS THE PACE IN AMIGA ENTERTAINMENT ■ ADDAMS FAMILY ■ SPACE CRUSADE ■ RACE DRIVIN' ■ HARE RAISIN' HAVOC ■ VROOM ■ BUDGET REVIEWS ■ PUBLIC DOMAIN ■ HELPLINE ■ PLAY TO WIN ■ PLUS 32-PAGE BUYER'S GUIDE

ISSN 0963-0090
04
9 770963 009020



RAINBOW COLLECTION 9.99 | HOLLYWOOD COLLECTION 9.99 | WHEELS OF FIRE COMPILATION 7.99 | WORLD CUP COMPILATION 7.99 | BEAST 2 + SHIRT 12.99 | AWESOME + SHIRT 14.99 | POWER UP COMP' 9.99 | JIMMY WHITE 13.99



F16 FALCON 11.99 | THUNDERHAWK 9.99 | HARD DRIVIN 2 9.99 | SWIV 9.99 | KICK OFF + EXTRA TIME 4.49 | KICK OFF 2 7.99 | STEVE DAVIS 7.99 | LSR SUIT LARRY 3 12.99 | LEMMINGS 13.99 | MEGATRAVELLER 1 11.99



MIDWINTER 11.99 | PLAYER MANAGER 7.99 | ELITE 9.99 | POWERWORKS 44.99 | PRINCE OF PERSIA 9.99 | SIM AND POPULOUS 16.99 | SCRABBLE DELUXE 7.99 | COLOSSUS X CHESS 7.99 | TURRICAN 2 8.49 | FUN SCHOOL 4 15.99



T.N.T COMPILATION 7.99 | WORDWORTH 79.99 | SHADOW OF THE BEAST 6.99 | F19 STEALTH 12.99 | DELUXE PAINT 3 29.99 | INDY JONES ADV 8.99 | TEENAGE QUEEN 7.99 | JACK NICKLAUS 6.99 | ULTIMA 5 11.49 | I.C.F.T. DESERT 9.99

Amiga Software --- Games marked (NOP) will not work on the AMIGA A500 PLUS.

Latest Amigas include Kickstart 2 and have 1 meg RAM built in. Games marked (NOP) are not compatible with the new A500 PLUS machines.

2 HOT 2 HANDLE (OFF ROAD RACER, TOTAL RECAL, SHADOW WARRIOR) ...19.49
3D CONSTRUCTION KIT ...32.99
3D POOL ...7.99
4 WHEEL DRIVE (LOTUS ESPRIT TURBO, TEAM SUZUKI, TOYOTA CELICA, COMBO RACER) ...19.49
4D SPORTS BOXING ...16.99
4D SPORTS DRIVING ...16.99
A10 TANK KILLER (1 MEG) ...22.49
A320 AIR-BUS ...20.49
ACTION MASTERS (F16 COMBAT PILOT, ITALY 1990, DOUBLE DRAGON 2, TURBO OUTRUN, WELLTRIS) ...18.99
AD&D DUNGEON MASTER ASSISTANT VOL2 (SSI) ...7.99
ADVANTAGE TENNIS ...16.99
AFTERBURNER ...7.99
AGONY ...16.99
AIR SEA SUPREMACY (GUNSHIP, SILENT SERVICE, P47, WINGS, CARRIER COMMAND) ...19.99
AIR SUPPORT ...16.99
ALIEN BREED (1 MEG) ...16.49
ALIEN STORM ...16.99
AMNIOS ...16.99
AMOS (GAMES CREATOR) ...32.99
AMOS 3D (NEEDS AMOS) ...22.99
AMOS COMPILER (NEEDS AMOS) 19.99
ANOTHER WORLD ...16.99
ARKANOID 2 ...7.99
ARMALYTE ...7.99
ARMOUR-GEDDON ...16.99
AWESOME WITH SHIRT ...14.99
BAAL ...6.99
BARBARIAN 2 (PSYGNOSIS) ...17.49
BARD'S TRILOGY ...22.49
BATTLE COMMAND ...15.99
BATTLE ISLE (NOP) ...19.99
BATTLE OF BRITAIN D/S ...19.99
BATTLECHESS 2 ...17.49
BETRAYAL ...19.49
BIG RUN ...16.99
BIRDS OF PREY (1 MEG) ...19.49
BLACK CRYPT ...16.99
BLOOD MONEY ...6.99
BLOODWYCH ...7.99
BLUE MAX ...19.99
BLUES BROTHERS ...16.99
BONANZA BROS ...16.99
BREACH 2 (ENHANCED) ...17.99
BUDOKAN ...8.99
CADAVER ...9.49
CADAVER LEVELS - THE PAY OFF 11.99
CAPTAIN PLANET ...16.99
CAPTIVE ...16.99
CARRIER COMMAND ...7.99
CASTLES (1 MEG) ...19.49
CELTIC LEGENDS ...19.99
CENTURION DEFENDER OF ROME ...16.99
CHAMPIONS (MANCHESTER UTD, BOXING MANAGER, J.KHANN SQUASH) 12.49
CHAMPIONS OF KRYNN (1 MEG) 19.99
CHART ATTACK (LOTUS ESPRIT, GHOULS+ GHOSTS, JAMES POND, VENUS THE FLY TRAP) (NOP) ...19.49
CHRONOQUEST 2 ...7.99
CHUCK ROCK ...15.99
CHUCKIE EGG ...8.99
CHUCKIE EGG 2 ...8.99
COLOSSUS X CHESS ...7.99
CORPORATION PLUS MISSION DISK ...11.99
CORRUPTION (M/SCROLLS) ...3.99
COVERT ACTION ...22.49
CRUISE FOR A CORPSE ...19.99
CYBERCON 3 (NOP) ...17.49
DEATH KNIGHTS OF KRYNN (1 MEG) (SSI) ...19.99
DEFENDER OF THE CROWN ...7.99
DEJA VU 2 ...9.99
DELUXE MUSIC CONSTRUCTION SET ...49.99
DELUXE PAINT 3 (WITH ANIMATION) ...29.99
DELUXE PAINT 4 (1 MEG) (HAM MODE & ANIMATION) ...57.99
DEUTEROS (NOP) ...16.99
DEVPAC V.2 (ASSEMBLER) ...54.99
DISNEY ANIMATION STUDIO ...64.99
DOUBLE DOUBLE BILL (NOP) ...22.99
DOUBLE DRAGON 3 ...16.99
DRAGON BREED ...7.99
DRAGON WARS ...17.49
DYNASTY WARS (NOP) ...2.99
E-MOTION ...2.99
ELF ...16.49
ELITE ...9.99
ELVIRA 2 - JAWS OF CERBERUS (1 MEG) ...22.99
EPIC ...16.99
EXILE ...15.99
EYE OF THE BEHOLDER (1 MEG) 19.99
F15 STRIKE EAGLE 2 (1 MEG) ...21.99
F16 FALCON (NOP) ...11.99
F16 FALCON + MISSIONS 1&2 (NOP) ...22.99
F18 INTERCEPTOR ...8.49
F19 STEALTH FIGHTER ...12.99
F29 RETALIATOR ...16.99
FACE OFF (NOP) ...16.99
FERRARI FORMULA 1 ...8.99
FINAL BLOW (NOP) ...16.99
FINAL FIGHT (NOP) ...16.99
FISH! (M/SCROLLS) ...3.99
FISTS OF FURY (DYNAMITE DUX, NINJA WARRIORS, SHINOBI, DOUBLE DRAGON 2) (NOP) ...19.49
FLAMES OF FREEDOM (MIDWINTER 2) ...21.99
FLIGHT OF THE INTRUDER ...21.99
FORGOTTEN WORLDS ...7.99
FORMULA 1 GRAND PRIX ...22.99
FULL CONTACT ...9.99
FUN SCHOOL 2 (2-6) ...13.99
FUN SCHOOL 2 (6-8) ...13.99
FUN SCHOOL 2 (8+) ...13.99
FUN SCHOOL 3 (2-5) ...15.99
FUN SCHOOL 3 (5-7) ...15.99
FUN SCHOOL 3 (7+) ...15.99
FUN SCHOOL 4 (2-5) ...15.99
FUN SCHOOL 4 (5-7) ...15.99
FUN SCHOOL 4 (7+) ...15.99
GATEWAY TO THE SAVAGE FRONTIER ...19.99
GAUNTLET 2 ...7.99
GAUNTLET 3 ...16.99
GFA BASIC V3.0 COMPILER ...27.99
GFA BASIC V3.0 INTERPRETER 39.99
GHENGHIS KHANN ...20.99
GODS ...16.99
GOLDEN AXE ...16.99
GOLF WORLD CLASS LEADERBOARD ...7.99
GRAHAM GOOCH WORLD CLASS CRICKET ...17.99
GRAVITY ...4.99
GUY SPY ...19.49
HARD DRIVIN' 2 D/S (NOP) ...9.99
HARPOON ...16.49
HARPOON V1.21 ...21.49
HEAD OVER HEELS ...6.99
HEART OF CHINA (1 MEG) ...22.99
HEIMDALL (1 MEG) ...18.99
HEROQUEST (GREMLIN) ...16.99
HEROQUEST EXPANSION - RETURN OF THE WITCH LORD 10.99
HILL STREET BLUES ...15.49
HITCH HIKERS GUIDE ...7.99
HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES, BATMAN THE MOVIE) D/S ...9.99
HOME ACCOUNTS 2 ...39.99
HOME ALONE ...16.49
HUDSON HAWK ...16.99
HUNTER ...19.49
HYBRIS ...2.99
IAN BOTHAMS CRICKET ...19.49
IK+ ...7.99
INDIANA JONES ADVENTURE ...8.99
INDY HEAT ...16.99
INFESTATION ...7.99
INTERCEPTER - RENEGADE LEGION (SSI) ...6.99
INTERNATIONAL CHAMPIONSHIP ATHLETICS ...15.49
INTERNATIONAL SPORTS CHALLENGE ...19.49
INTERPHASE ...2.99
IT CAME FROM THE DESERT (1 MEG) ...9.99
JACK NICKLAUS GOLF ...6.99
JAMES POND 2 - ROBOCOD ...16.99
JET SET WILLY ...8.99
JIMMY WHITES SNOOKER ...13.99
JINXTER (M/SCROLLS) ...3.99
JOHN MADDENS (U.S.) FOOTBALL ...17.49
JUDGE DREDD ...6.99
KICK OFF + EXTRA TIME DISK ...4.49
KICK OFF 2 (1 MEG) ...8.99
KICK OFF 2 D/S ...7.99
K.O. 2 FINAL WHISTLE D/S ...7.99
K.O. 2 GIANTS OF EUROPE D/S ...7.99
K.O. 2 RETURN TO EUROPE D/S 7.99
K.O. 2 WINNING TACTICS D/S ...7.99
KID GLOVES 2 ...16.99
KIDSTYPE JUNIOR WORD PROCESSOR ...19.99
KIND WORDS 2.0 (WORD PROCESSOR) ...24.99
KING OF CHICAGO ...7.99
KINGS QUEST 5 (1 MEG) ...25.49
KLAX ...6.99
KNIGHTMARE ...19.49
KNIGHTS OF THE SKY (1 MEG) 22.99
LEANDER ...16.99
LEATHER GODDESSES ...7.99
LEISURE SUIT LARRY 2 (SIERRA) D/S ...12.99
LEISURE SUIT LARRY 3 (1 MEG) (SIERRA) ...12.99
LEISURE SUIT LARRY 5 (1 MEG) ...25.99
LEMMINGS ...13.99
LEMMINGS DISK - OH NO! MORE LEMMINGS ...13.99
LIFE AND DEATH ...16.99
LOMBARD RAC RALLY ...7.99
LORD OF THE RINGS ...19.49
LOTUS TURBO CHALLENGE 2 ...16.99
MAGIC POCKETS ...16.99
MAGNETIC SCROLLS VOL.1 (GUILD OF THIEVES, FISH, CORRUPTION) ...19.99
MANCHESTER UNITED EUROPE 15.49
MANIC MINER ...8.99
MEGA TWINS ...16.99
MEGATRAVELLER 1 (1 MEG) ...11.99
MENACE (NOP) ...6.99
MERCENARY 3 ...15.99
MERCHANT COLONY ...18.49
MICROPROSE 3D GOLF ...22.99
MIDWINTER ...11.99
MIG 29 FULCRUM (NOP) ...15.99
MIG 29 SUPER FULCRUM (NOP) 25.99
MIGHT & MAGIC 2 ...6.99
MONOPOLY ...15.49
MONSTER PACK 2 (KILLING GAME SHOW, AWESOME, BEAST 2) ...16.99
MONTY PYTHONS FLYING CIRCUS ...6.49
MOONSHINE RACERS ...16.99
MOONSTONE ...19.49
MYSTICAL D/S ...2.99
NEBULUS 2 ...16.99
NEVER MIND ...3.99
NITRO ...7.99
NUCLEAR WAR ...6.99
OPERATION WOLF ...7.99
ORK ...16.99
OUTRUN EUROPA (NOP) ...16.99
PAPERBOY 2 ...16.99
PAWN (M/SCROLLS) ...7.99
PEN PAL WORD PROCESSOR ...64.99
PGA TOUR GOLF + COURSES ...19.49
PGA TOUR GOLF COURSE DISK 10.99
PIRATES (NOP) ...16.99
PITFIGHTER ...16.49
PLAYER MANAGER ...7.99
POOL OF RADIANCE (1 MEG) ...19.99
POOLS OF DARKNESS (1 MEG) 19.99
POPULOUS & SIM CITY ...16.99
POPULOUS 2 ...19.99
POWER UP (CHASE H.Q, TURRICAN, X-OUT, ALTERED BEAST, RAINBOW ISLANDS) (NOP) ...9.99
POWERDRIFT (NOP) ...3.99
POWERMONGER D/S ...19.49
POWERMONGER DATA DISK 1 - WW1 D/S ...11.99
POWERWORKS (MAXIPLAN PLUS SPREADSHEET, KIND WORDS 2 W/PROCESSOR, INFOFILE DATABASE) ...44.99
PRINCE OF PERSIA (1 MEG) ...9.99
PRO TENNIS TOUR 2 ...16.99
PURPLE SATURN DAY ...2.99
QUESTRON 2 (SSI) ...5.99
R-TYPE ...7.99
R-TYPE 2 ...16.99
RACE DRIVIN ...16.49
RAILROAD TYCOON (1 MEG) ...21.99
RAINBOW COLLECTION (BUBBLE BOBBLE, RAINBOW ISLANDS, NEW ZEALAND STORY) 9.99
RBI BASEBALL 2 (NOP) ...19.49
REALMS ...19.99
RED BARON (1 MEG) ...22.99
RICK DANGEROUS ...6.99
RISE OF THE DRAGON (1 MEG) ...25.49
ROBIN HOOD ...16.99
ROBOCOP 2 D/S ...16.99
ROBOCOP 3 ...16.99
ROBOZONE ...16.99
ROCKET RANGER ...7.99
RODLAND ...16.99
ROLLING RONNY ...16.49
RORKE'S DRIFT ...15.49
RUGBY WORLD CUP ...15.99
SCRABBLE DE LUXE ...7.99
SECRET OF MONKEY ISLAND (1 MEG) ...16.99
SECRET OF MONKEY ISLAND 2 19.99
SECRET OF THE SILVER BLADE (1 MEG) ...19.99
SHADOW DANCER ...16.99
SHADOW OF THE BEAST 2 WITH SHIRT ...12.99
SHADOW OF THE BEAST D/S ...6.99
SHADOW SORCERER (1 MEG) 16.99
SHADOW WARRIORS ...16.99
SHINOBI ...6.99
SILENT SERVICE 2 (1 MEG) (NOP) ...21.99
SILKWORM (NOP) ...6.99
SIM CITY & POPULOUS ...16.99
SIM CITY ANCIENT CITIES ...11.99
SIM CITY FUTURE WORLDS ...11.99
SIM CITY TERRAIN EDITOR ...10.99
SIMULATORS PACK (688 ATTACK SUB, INDY 500, F18 INTERCEPTOR) ...21.99
SINBAD ...7.99
SKYFOX (NOP) ...3.99
SMASH TV ...16.99
SPACE HARRIER 2 (NOP) ...3.99
SPACE QUEST 4 (1 MEG) ...25.49
SPECIAL FORCES ...22.49
SPEEDBALL ...7.99
SPELLBOUND ...5.99
SPOT ...13.49
STEVE DAVIS SNOOKER ...7.99
SUPER CARS (GBH) ...6.99
SUPER CARS 2 (NOP) ...16.49
SUPER HANG ON ...7.99
SUPER LEAGUE MANAGER ...15.99
SUPER SPACE INVADERS ...16.49
SUPREMACY ...19.49
SUSPICIOUS CARGO ...16.99
SWITCHBLADE 2 ...16.99
SWIV (NOP) ...9.99
SWORD OF SODAN ...5.99
T.N.T (APB, HARD DRIVIN', TOOBIN, DRAGON SPIRIT, XYBOTS) (NOP) ...7.99
T.N.T 2 (HYDRA, SKULL & CROSSBONE, BADLANDS, STUN RUNNER, HARD DRIVIN 2) ...16.49
TEENAGE QUEEN (STRIP POKER) (NOP) ...7.99
TERMINATOR 2 ...16.99
TETRIS ...13.99
THE GAMES - SUMMER EDITION 6.99
THE GODFATHER (1 MEG) ...19.99
THE SIMPSONS ...16.99
THUNDERHAWK ...9.99
TIP OFF ...15.99
TOKI ...16.99
TOYOTA CELICA GT RALLY ...16.49
TRIAD VOL 2 (MENACE, BAAL, TETRIS) (NOP) 7.99
TURBO CUP (NOP) ...3.99
TURRICAN 2 D/S ...8.49
TURTLES 2 ...19.49
TV SPORTS (U.S) FOOTBALL (NOP) ...7.99
TV SPORTS BASEBALL ...19.49
TV SPORTS BASKETBALL ...11.99
ULTIMA 5 ...11.49
ULTIMA 6 (1 MEG) ...20.99
ULTIMATE RIDE ...17.49
UNIVERSAL MILITARY SIMULATOR 2 (1 MEG) ...19.49
UTOPIA ...19.49
VENGANCE OF EXCALIBUR ...19.49
VIZ ...13.99
VROOM ...16.99
WAR ZONE ...13.99
WARHEAD ...8.99
WARLORDS (1 MEG) ...16.99
WATERLOO ...7.99
WHEELS OF FIRE (HARD DRIVIN, CHASE H.Q, POWERDRIFT, TURBO OUTRUN) (NOP) ...7.99
WILLY BEAMISH ...22.99
WOLFCHILD ...14.49
WONDERLAND (1 MEG) ...19.49
WORDWORTH WORD PROCESSOR (1 MEG) ...79.99
WORLD CLASS RUGBY (AUDIOGENIC) ...15.99
WORLD CUP COMPILATION (TRACKSUIT MANAGER, INTERNATIONAL SOCCER, KICK OFF) ...7.99
WWF WRESTLING ...16.99
XENOMORPH ...6.99
XENON 2, MEGABLAST (NOP) ...7.99

COMPETITION PRO 5000 (COLOURS MAY VARY) 7.99

COMPETITION PRO EXTRA JOYSTICK (CLEAR BASE) + AUTOFIRE & SLOW MOTION 9.99

CHEETAH BUG 13.99

QUICKJOY JET FIGHTER 12.99

QUICKSHOT PYTHON 9.99

QUICKSHOT 111A TURBO 2 9.99

QUICKSHOT 128F MAVERICK 1 12.99

QUICKJOY MEGASTAR 19.99

QUICKJOY TOP STAR 19.99

SQUIK MOUSE 15.99

NAKSHA MOUSE WITH OPERATION STEALTH 24.99

ROBOSHIFT INTERFACE FOR AMIGA OR ST (PLUGS MOUSE & JOYSTICK INTO ONE PORT) ...14.99



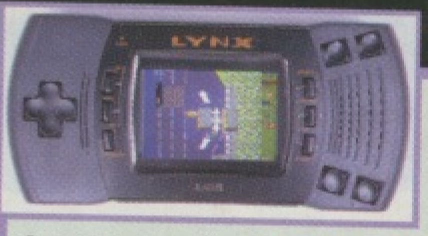
No obligation to buy
FREE CATALOGUE
0279 600204

Special Reserve
Games Club

Game Gear 99.99

FREE Mains Adaptor and FREE Special Reserve Membership

BASEBALL	24.99	LEADER BOARD	19.99	SPIDERMAN	24.99
COLUMNS	16.99	MICKEY MOUSE	19.99	SUPER MONACO GP	16.99
DONALD DUCK	24.99	NINJA GAIDEN	19.99	WONDER BOY	16.99
DRAGON CRYSTAL	19.99	OUTRUN	19.99	WOODY POP	16.99
FACTORY PANIC	19.99	PENGO	16.99		
FANTASY ZONE	24.99	PSYCHIC WORLD	16.99	GEAR TO GEAR CABLE (LINKS TWO GAME GEARS)	5.99
FROGGER	16.99	PUT & PUTTER GOLF	16.99	MAINS ADAPTOR	12.99
G-LOC	19.99	SHINOBI	19.99	MASTER GEAR CONVERTER (ENABLES USE OF MASTER SYSTEM GAMES)	24.99
GOLDEN AXE	24.99	SLIDER	19.99		
HALLEY WARS	24.99	SOLITAIR POKER	19.99		
JOE MONTANA (U.S.)FOOTBALL	19.99	SONIC THE HEDGEHOG	24.99		
		SPACE HARRIER	19.99		



Atari Lynx 2 84.99

FREE Mains Adaptor
FREE Special Reserve Membership

APB	23.99	PACLAND	23.99
AWESOME GOLF	23.99	PAPERBOY	23.99
BASEBALL HEROES	23.99	PITFIGHTER	23.99
BASKETBRAWL	23.99	QIX	23.49
BILL AND TEDS EXCELLENT ADVENTURE	23.99	RAMPAGE	23.99
BLOCK OUT	23.99	ROBO SQUASH	23.99
CHECKERED FLAG	23.99	ROBOTRON 2084	23.99
CHIPS CHALLENGE	21.99	S.T.U.N RUNNER	23.99
CRYSTAL MINES 2	23.99	SCRAPYARD DOG	26.99
DIRTY LARRY - RENEGADE COP	23.99	SHANGHAI	23.99
ELECTRO COP	23.99	SLIMEWORLD	23.99
GRID RUNNER	23.99	STRIDER 2	23.99
HARD DRIVIN'	23.99	TOKI	23.99
HOCKEY	23.99	TOURNAMENT CYBERBALL	23.99
HYDRA	23.99	TURBO SUB	26.99
HYPERDROME	23.99	ULTIMATE CHESS CHALLENGE	27.99
ISHIDO	23.99	VIKING CHILD	23.99
KLAX	23.99	WARBIRDS	23.99
LYNX CASINO	23.99	WORLD CUP SOCCER	23.99
MS PACMAN	23.99	XENEPHOBE	23.99
NFL SUPER-BOWL	23.99	XYBOTS	23.99
NINJA GAIDEN	23.99	ZARLOR MERCENARY	23.99

CLEANING KIT FOR HAND-HELDS 8.99
COMLYNX MULTI-PLAYER CABLE FOR LYNX 8.99



CARRYBAG FOR LYNX 11.99
MAINS ADAPTOR 12.99
ATARI KIT CASE (SHOWN) 16.99



Gameboy, Tetris,

batteries, headphones and two player lead
FREE Membership
FREE Holsters, Belt and cartridge pouch.

69.99

Buy a Gameboy AND any game and we'll give you a *FREE* Gamelight as well.
(i.e. everything in the picture above for about £90) (Please list all *FREE* items on the order form)

ALLEYWAY	19.99	GOLF	19.49	SAMURAI ADVENTURE	24.49
BALLOON KID	19.99	GREMLINS 2	24.49	SIDE POCKET	19.99
BART SIMPSON' S ESCAPE FROM CAMP DEADLY	24.49	HYPERLODE RUNNER	19.49	SKATE OR DIE	19.99
BATMAN	24.49	KICK OFF	23.99	SOLAR STRIKER	19.99
BOULDER DASH	24.49	KUNG FU MASTER	24.49	SPIDERMAN	19.99
BOXXLE	24.49	KWIRK	19.99	SUPER MARIO LAND	19.99
BUBBLE GHOST	19.99	MOTOR CROSS MANIACS	19.49	SUPER RC PRO-AM	24.49
BUGS BUNNY	19.99	NAVY SEALS	19.99	TEENAGE HERO TURTLES	24.49
BURAI FIGHTER DELUXE	19.99	NEMESIS	19.99	TENNIS	19.49
CASTLEVANIA	24.49	NINTENDO WORLD CUP	19.99	WIZARDS AND WARRIORS	19.99
DOUBLE DRAGON	19.99	OTHELLO	19.99	WWF SUPERSTARS	24.49
DR. MARIO	19.99	PAPERBOY	19.99		
DUCK TALES	24.49	PRINCESS BLOBETTE	24.49	AMPLIFIER (STEREO)	13.99
DYNA BLASTER	24.49	QIX	19.99	GAMELIGHT	9.99
FORMULA 1 RACE (WITH 4 PLAYER ADAPTOR)	27.99	R-TYPE	24.49	MAGNIFIER	8.99
FORTIFIED ZONE	19.99	RADAR MISSION	19.99	MAINS ADAPTOR	12.99
GARGOYLES QUEST	19.99	REVENGE OF THE GATOR	19.99	NUBY ATTACHE CASE	16.99
GHOSTBUSTERS 2	19.99	ROBOCOP	24.49	NUBY CARTRIDGE CASE	9.99
				HOLSTERS, BELT AND CARTRIDGE HOLDER	9.99

NRG colour magazine
Bi-monthly to members.
Don't miss it.

Biggest and Best.

Huge catalogue. Huge discounts.
Huge stocks. Huge staff.
Huge membership.

Biggest Value, Best Service

No obligation to buy

Free Colour Catalogue
Just phone our sales team on

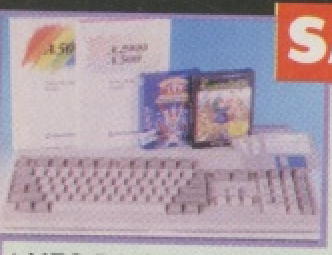
0279 600204

Open to 8pm Weekdays and to 5pm Weekends

ANNUAL MEMBERSHIP
UK £6.00 EEC £8.00 WORLD £10.00
We only supply members but you can order as you join.

Win £200 to spend at Special Reserve
Members only. See catalogue for details.

Inter-Mediates Ltd. Registered Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.



SAVE £££

Amiga A500 PLUS 1 Meg Lemmings Pack

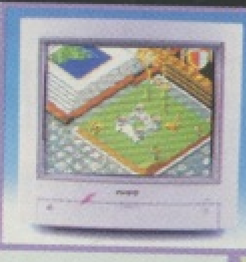
1 MEG RAM, TV MODULATOR, MOUSE
LEMMINGS, BART SIMPSON,
CAPTAIN PLANET
FREE COMPETITION PRO 5000 JOYSTICK
FREE SPECIAL RESERVE
MEMBERSHIP WORTH £6.00

349.99





229.99
Philips CM8833 Mk 2 Monitor
FREE MEMBERSHIP *FREE* MONITOR LEAD



Goldstar

3.5" DS/DD
DISK with LABEL
69p each or
24.99 for 50

STOP PRESS

From April '92 our colour magazine NRG will double in size and will include £30.00 worth of money off coupons in every issue.
So you can save up to a further £180 per year off our already incredible prices.
NRG is included in the price of membership
JOIN NOW for best ever VALUE



CITIZEN SWIFT 9
80 COLUMN, 9 PIN, 213 CPS,
24 MTH WARRANTY,
FREE COLOUR KIT,
FREE PRINTER LEAD
FREE MEMBERSHIP

199.99

3.5" DS DD GOLDSTAR DISK WITH LABEL ....69p each
PACK OF 50 GOLDSTAR 3.5" DS/DD DISK + LABELS ...24.99
3.5" DISK HEAD CLEANER 4.99
DISK BOX 3.5" (10 CAPACITY) 1.99
DISK BOX 3.5" (100) DIVIDERS, LOCKABLE 9.99
DISK BOX 3.5" (40) LOCKABLE, DIVIDERS 7.99
DISK BOX 3.5" (80) LOCKABLE, DIVIDERS 8.99

CITIZEN 120D+ PRINTER, 80 COLUMN, 9 PIN, 144 CPS/25 NLQ, 24 MTH WARRANTY *FREE* MEMBERSHIP, *FREE* PRINTER LEAD 134.99

DELUXE DISK BOX 3.5" (80), LOCKABLE, DIVIDERS
10.99



CITIZEN 224 COLOUR PRINTER, 80 COLUMN, 24 PIN, 192CPS/64LQ, 24 MTH WARRANTY, *FREE* MEMBERSHIP, *FREE* PRINTER LEAD...249.99



ROCTEC 3.5" EXTERNAL AMIGA DISK DRIVE
54.99

AUTO SHEET FEEDER FOR CITIZEN 224 ....79.99

RIBBON (COLOUR) FOR SWIFT 9 OR 224 ....15.99
RIBBON (BLACK) FOR SWIFT 224 ....6.99
RIBBON (BLACK) FOR SWIFT 9 OR 120D+ 6.99

A590 20 MEG HARD DISK FOR AMIGA (AUTOBOOT WITH KICKSTART, SOCKETS FOR 2 MEG OF RAM, SCSI INTERFACE FOR PERIPHERALS CONNECTION) 284.99

AMIGA TO SCART LEAD (GIVES MONITOR QUALITY ON TV WITH SCART/RGB INPUT) 9.99
CLEANING KIT FOR COMPUTERS (INCLUDES VACUUM) 19.99

ROCTEC AMIGA 512K RAM EXPANSION WITH CLOCK 29.99
DUST COVER FOR 80 COLUMN PRINTER (CLEAR PVC) ...5.99
DUST COVER FOR AMIGA (CLEAR PVC) 4.99
DUST COVER FOR MONITOR (CLEAR PVC) 5.49
AMIGA SOUND ENHANCER 34.99
TECNOPLUS MIDI CONNECTOR AND CABLES WITH MUSIC X JUNIOR 39.99



A501 (WITH BART) AMIGA 512K RAM EXPANSION TO 1 MEG GENUINE ITEM WITH CLOCK *FREE* BART SIMPSON GAME 49.99

COMMODORE CDTV, REMOTE CONTROL, WELCOME DISK, HUTCHINSONS ENCYCLOPEDIA AND LEMMINGS
FREE MEMBERSHIP
469.99
£30 OFF



INEVITABLY, SOME GAMES SHOWN MAY NOT YET BE RELEASED.
PLEASE PHONE SALES ON 0279 600204 FOR LATEST RELEASE DATES AND STOCK AVAILABILITY.

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS)

CU AMIGA 19

Name ____________________

Address ____________________

____

____________________ Postcode ____________

Telephone ____________ Machine type ____________

Enter membership number (if applicable) or
Membership fee £6 UK, £8 EEC, £10 World

item ____________________

item ____________________

item ____________________

item ____________________

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa Switch Issue No ______

Credit card expiry date ______ Signature ____________

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders: EEC software orders - no extra charge
World software orders please add £1.00 per item.
Non-software items please add 10% EEC or 25% World.
Overseas orders must be paid by credit card.

CU AMIGA

CONTENTS

april '92

EDITOR
Dan Slingsby

DEPUTY EDITOR
Steve Merrett

ART EDITOR
Andrew Beswick

TECHNICAL EDITOR
Nick Veitch

BLUES PAGES EDITOR
Steve Keen

MANAGING EDITOR
Steve James

DESIGNER
Fiona Bourne

ADVERTISING MANAGER
Tom Glenister

DEPUTY ADVERTISING MANAGER
Martyn James

SALES EXECUTIVE
Karen Neill

CLASSIFIED / PRODUCTION MANAGER
Remzi Salih

PRODUCTION ASSISTANT
Esther Rodd

PUBLISHER
Garry Williams

EDITORIAL & ADVERTISING
071-972 6700

CU AMIGA Offices –
Priory Court,
30-32 Farringdon Lane,
London. EC1R 3AU.
Tel: 071 972 6700
FAX: 071 972 6701
Distribution – BBC Frontline Ltd,
Park House, Park Road,
Peterborough PE1 2TR
Tel: 0733 555161
Subscriptions – PO Box 500, Leicester
LE99 0AA
Subs Enquires – Tel: 0858 - 410510
Order Line (answerphone)
0858 - 410888
Back Issues – P.O. Box 500, Leicester,
LE99 0AA.
Tel: 0858 - 410510.
ISS 0265 -721X

ABC 90,251 July -Dec 1991
Member of Audit Bureau of Circulation



COVER PHOTOGRAPH BY OLIVER WATTS

SPECIALS





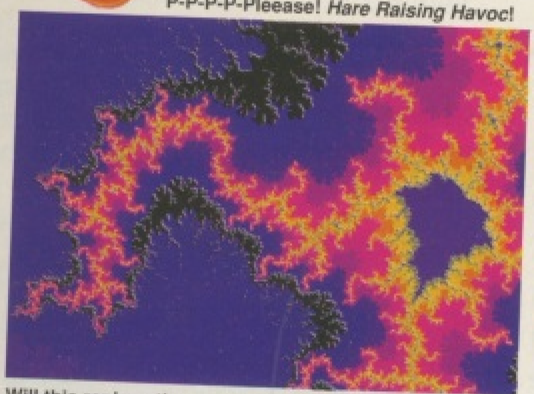


REVIEWS

Another steady but impressive month for Screen Scene. Team 17's excellent *Project X*, heads our line up, and is supported by the equally-capable *Castles* from EA, and Gremlin's *Daemonsgate*. All this and *Titus The Fox*, too!



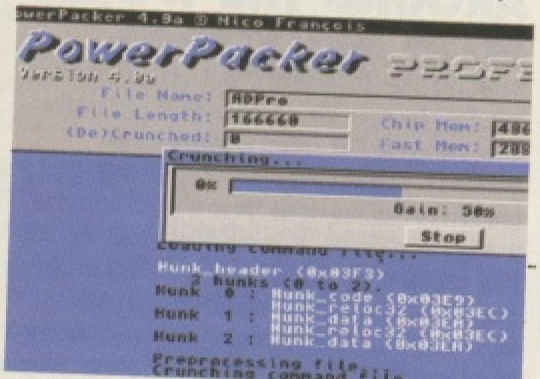
P-P-P-P-Pleease! *Hare Raising Havoc!*



Will this replace the conventional Barchart? We take a look at the unusual *Mathvision* package.



They're creepy and they're kooky, mysterious and spooky. They're altogether ooky. *The Addams Family.*



Is your disk space getting rather limited? Then allow *PowerPacker 4* to take the strain...



Buying a Hard Drive is one of the most important decisions you'll make. CU looks at two budget options.

GAMES **39 Team 17's** stunning *Project X* heads our reviews, and is armed to the teeth with more missiles and guns than any other blaster. Gremlin are equally well represented, too, with *Daemonsgate*, *Space Crusade* and the *Utopia* Data Disks all faring well. In addition, cutesy fans will savour *Hare Raising Havoc* and *Titus The Fox*.

TECHNICAL **99 HOLD THE FRONT PAGE** Requiring 2Mb memory as standard, *Pro Page 3* is here to revolutionise the DTP worlds – or is it?

103 DRIVING AMBITION Nick Veitch takes IDE's two new Hard Drives for a spin. Are their budget prices false economy or, indeed, a genuine steal?

113 TURNING JAPANESE Is your mastery of the Japanese language limited to pronouncing your 'R's as 'L's and, consequently, isn't velly good? Mat Broomfield looks at a better option.

119 ALTERED IMAGERY There is only one seriously good image pre-processing package on the Amiga and its name is *Art Department Professional.* Nick Veitch finds out what's new in Version 2.0.

121 SELF ASSEMBLY *Devpac 3* is here at last, courtesy of HiSoft, and looks set to become the industry standard. As its assembly times get quicker and the package more efficient, Nick Veitch wonders where the ARexx support is...

125 PACKING 'EM IN Memory too tight to mention? Is your floppy groaning under the strain of so many bytes and bobs? Fret not, *Powerpacker 4* is here to help!

COVERDISKS



Hot on the heels of our 95% review last issue, *Parasol Stars* graces this month's disk with a superb four-level demo for your delectation. In addition to this, we also offer a level from Storm's *Indy Heat* conversion.
On the serious side, we have *Virus Checker 5.40*, which is the most up to date checker yet. Another utility to benefit your machine is *SYS Info 2.57*, which offers a full check on your machine's state of health. Add to these *Sample Maker* and our usual Screen and Tunes of the Month, and you're on to a real winner!

coverdisks 28 29

REGULARS

BUZZ

Tee off with U.S. Gold...

...the 64-bit Amiga gets ever closer, courtesy of Digital...

...Codemasters tend their English Country Garden...

...RIP. The portable is decreed dead...

GARDENER'S WORLD

Ever fancied yourself as a Percy Thrower, but the closest you've come to having green fingers was the last time you painted the garden furniture? Well, with the help of Codemasters, a fairy, and a mischievous goblin you can be as green as you like without reeking of white sprite.



The Fairy and the Goblin have been set the task of cleaning up a sorcerer's garden which has become over-run with cute creatures. A horizontally-scrolling platform game, the player can make use of the two characters' special skills. Simply rebuild the garden and quell the evil creatures that do their best to ruin the horticulture.

Featuring colourful sprites and backdrops, *Grell and Fella* is scheduled for a May/June release.

IFF RETURN





The second title from RPG specialists, Interactive Fantasy Fiction, is *The Hand Of St James*. Set in the days of the sword and long bow, there are over one hundred locations to explore, including monasteries, forests, villages and good old labyrinths. Some of the interactive characters you can expect to meet are hunchbacks, monks and Innkeepers. IFF are only producing a handful of games every year, and plan to make each one as well-crafted and expertly presented as possible. Text is kept to a minimum with graphics and icons used to depict the action and control the characters respectively. The inclusion of 32-colour graphics, numerous musical scores, atmosphere-building sound effects for 1Mb users and an in-game help system, make the game an interesting prospect.

VIRUS ATTACK

Unfortunately, for many people who bought a hand scanner from Power Computing recently, some of the disk supplied with them contained more than just scanning software. A virus seems to have found it's way onto the disks.

Luckily, the virus was spotted very early by an alert member of the public and Power took swift action to ensure that no more virused copies were distributed. In fact, since the virus was a very old version of Lamer, most of the customers who phoned up Power had managed to kill it themselves.

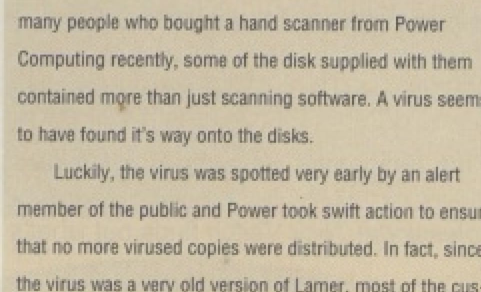
Our thanks to Mr Luxor, a regular reader of CU, who brought this (albeit small) threat to our attention.

AROUND THE WORLD WITH ACTIVISION

Never the ones to forsake detail and geographical accuracy for gameplay, Activision are releasing their answer to The Travel Program called *Bushbuck*. Assuming the role of an archaeologist, you must scour the world for missing artifacts hidden by the villainous Otto von Slinkenrat. The only item in your inventory, though, is a stack of airline tickets allowing you to visit 206 of the world's most intriguing cities, in over 175 countries. The game 'enhances an understanding of global geography whilst celebrating the magical places and diverse cultures that make up the world'. Look out for an April release.

CODE MASTERS HOVER BOVVER

We've seen motorbikes, cars, boats, bicycles, and almost every other racing game known to man, but we've never had a hovercraft racer, until now. With over 20 different tracks and fast-moving solid 3D vector graphics, *Hover Sprint* can be played by one or two players (via a link up), and lets the player choose from four different craft: The Blue Flame, The Streaker 2, The Wolverine, and The Pulsar, all of which have their individual specifications. Codemasters expect a late March release.



POSTSWORTH'S HERE!

If you haven't managed to catch the adventures of Postsworth and Co on Children's television, you're missing the latest kiddy success story. Attracting weekly viewing figures of 5.1 million, it has secured the number one slot for the highest-rating cartoon show on the box. Thus, a computer game is hard on the heels of the first series' success. Featuring five levels of puzzles, animated interludes, and a choice of five different characters to play. Postworth, a cutesy dog, and his human counterparts must find a way to help the ruler of the Dream Zone get a peaceful night's sleep. Hi-Tec are releasing the game, and you can expect to see associated merchandise hit the shops accordingly.



TOO RISKY

One of the most exciting future releases comes with the announcement that Electronic Arts are to release the platform beat 'em/ shoot 'em up, *Risky Woods.* The game features sumptuous console-style graphics and dynamic gameplay to tax even the most ardent fighting hero. A full review is imminent.

EI SPLIT

Entertainment International are launching a new label called Arcade Masters to incorporate their future coin-op and arcade conversions. First out, will be two platform adventures, *Croc Twins* and *Magic Boy,* each incorporating 80 levels of graphic fun. The ultimate aim is to leave Empire free to further establish itself as a strategy/RPG label, the newest additions to which are the strategy war sim, *Campaign,* and their new RPG, *Cyber Space.*

PD MAGAZINE

A new disk-based magazine has been added to the ever-expanding PD circuit. *The Missionary* is heavily biased towards programming tutorials but also encompasses games and exercises. The disk is available from ABOTS PD and information can be obtained by ringing 0302 887332.

RUMOURMILL



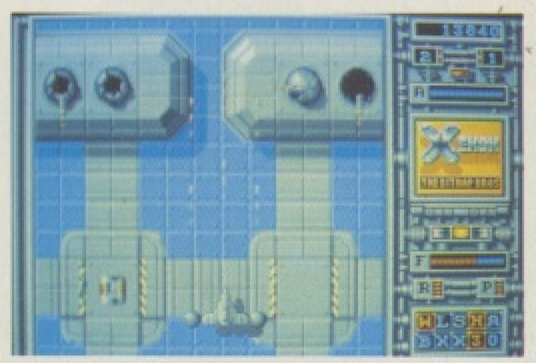
There will be no Model 10 portable Amiga. The $1800 unit designed by Kansas-based Newer Technology and due to be distributed by Briwall has been prevented from going on sale by Commodore. Apparently, Newer Technology denied Commodore access rights to the design of the portable wonder machine and Commodore in turn refused to grant a remanufacture licence for all the Amiga custom chips and ROMs required in the device.

Unfortunately, this looks likely to spell the end of any dreams about a portable Amiga, unless Commodore come up with a unit themselves. No-one is going to spend thousands in R&D just to give away the design. For their part Commodore have streamlined their own R&D operation and have been concentrating on the CDTV and CD-ROM drive, Workbench 2 and the Amiga 300/800 console – no plans for a portable in the near future.

A similar project by German manufacturers Gigatron also ran into trouble roughly a year ago.

COMPILATION SENSATION

Presumed lost in the Mirrorsoft crash, Renegade will be releasing Graftgold's stunning-looking *Fire And Ice* in May. Starring a cute little dog who pootles across a series of horizontally-scrolling levels, the game is 90% complete and should be reviewed next month. Another game scopped from the remains of Mirrorsoft is *Sensi Soccer* , coded – surprise, surprise – by Sensible Software. This is scheduled for a Summer release, though. Whether Renegade have also scooped Sensi's *Cannon Fodder* shoot 'em up is yet to be announced, but Buzz reckons an announcement is imminent.

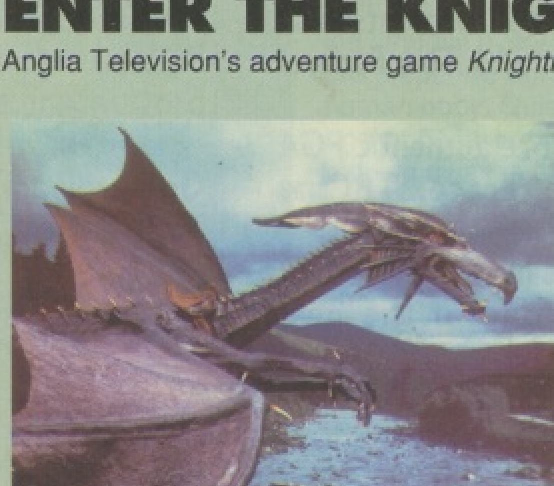


Finally, the busy Wapping-based company are releasing the *Bitmaps Compilations Volumes 1*and *2.* Renegade are putting together the two packs, the first of which comprises *Speedball 2, Cadaver* and *Xenon,* whilst the second houses *Speedball, Xenon 2* and *Gods.* Although *Volume 1* will be available first, for a bargain price of £25.99, there's no price or release date for *Volume 2* yet.



ENTER THE KNIGHTMARE

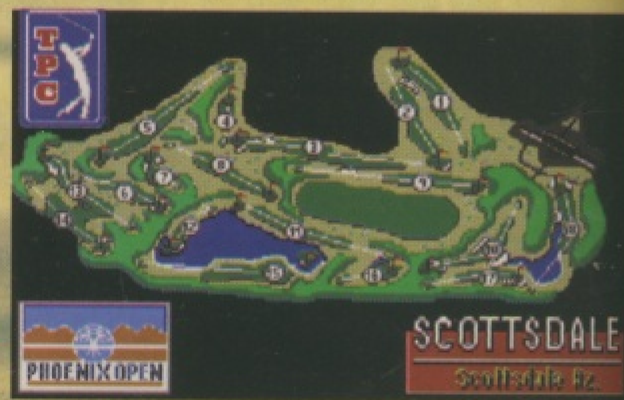
Anglia Television's adventure game *Knightmare* is returning for its sixth series. The program will be shown in the autumn of 1992 and is looking for new contestants to patrol the electric catacombs and solve the fiendish puzzles. If you and three friends are interested in participating and are still under sixteen years of age on the first of August, further information and an application form phone Broadsword TV on 0603 615151.





PGA TOUR®GOLF - NOW WITH 3 NEW KILLER COURSES TO SINK YOUR TEES INTO.







TOYS IN THE ATTIC EUROPE

Perhaps you were getting just a touch too big for your brogues because you were up there with pros like Azinger and Stadler out at Avenel, Sawgrass, Sterling Shores and PGA West Stadium?

Instead of retiring smugly to the 19th Hole for a few rounds of Scotch, it's time for a brand new challenge in the shape of three new tournaments: The Honda Classic, The Phoenix Open and The Federal Express St. Jude Classic.

Electronic Arts present three more authentic PGA TOUR courses - TPC at Eagle Trace, TPC at Southwind and TPC at Scottsdale.

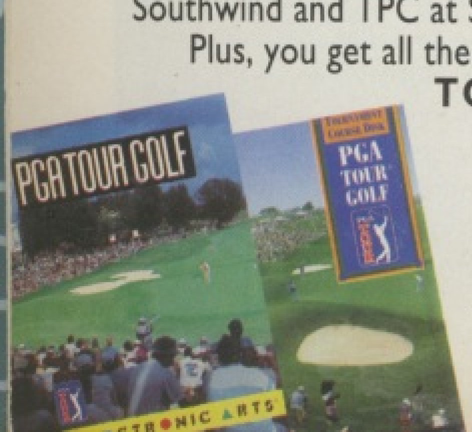
Plus, you get all the features that have made **PGA TOUR Golf** one of the best selling computer golf programs ever: fly-by course previews, hints from the pros, TV-style coverage and realistic crowd reactions that reflect your best shots.... and biggest duffs.

So don't putt around. Get your clubs out and prepare for three new 18-hole challenges.

You can find them in the new **PGA TOUR GOLF PLUS** edition, which also contains the PGA TOUR Golf program and the four original courses.

Or, if you already own the original PGA TOUR Golf program, find the three new courses in the **PGA TOUR Golf Tournament Course Disk.**

PGA TOUR GOLF PLUS Edition
Amiga £29.99 IBM/PC £34.99
PGA TOUR GOLF Tournament Course Disk
Amiga £14.99 IBM/PC £14.99



ELECTRONIC ARTS

TPC, Tournament Players Club, The Honda Classic, The Phoenix Open, The Federal Express St.Jude Classic, and the PGA TOUR and their affiliated logos are registered trademarks.

Electronic Arts, Langley Business Centre, 11-49 Station Road, Langley, Berks SL3 8YN
Tel: 0753 549442, Fax: 0753 54672

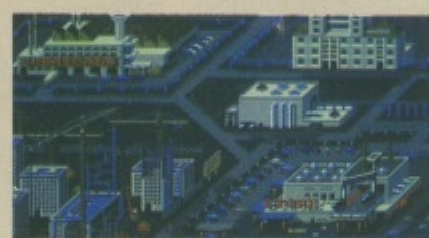
BUZZ

MARIO TO HIT THE AMIGA!

Unfortunately, though, not in a conversion of his excellent Nintendo platform games. Instead, Mindscape have secured the rights to produce a series of 'Edutainment' packages starring the little Brooklyn Plumber. It's too early to say what form these utilities will take, but we imagine that Mario will act as a guide as the user peruses a series of options. The first of the packages is pencilled in for a November release, but we'll have more news soon.

BLUES TWO...

Those errant musicians, Jake and Elwood, alias The Blues Brothers, are due to appear in a follow-up to their hit Titus platformer. *The Blues Brothers II* is currently underway at Titus's French base, with ideas currently being tested for feasibility. With Titus's newie, *Titus The Fox*, currently reusing several of the original game's ideas (such as the box-lobbing elements and the platform basis), we doubt whether the sequel will follow the same pattern. One of the neatest ideas is regarding a driving game, with the Brothers belting across Chicago from gig to gig, but whether this will be able to stretch into a full-price game is doubtful. As soon as there's anything concrete to be seen, you'll read it here.





SIM BODY, SOMEWHERE...

With French developer, Maxis, releasing *Sim* games covering virtually every aspect of life, word reaches us that they are preparing *Sim Body* – an everyday story of life within a human body. Quite what form the action will take is anyone's guess, but with hormone activity and blood corpsules battling away in the body, perhaps it will involve acne, warts and other such pleasantries. Our guess, though, is that it will involve battling disease and creating immunity from bacteria – the game Electronic Zoo's *Germ Crazy* should have been, perhaps? Whatever the result, it will presumably be released through Ocean sometime this year.

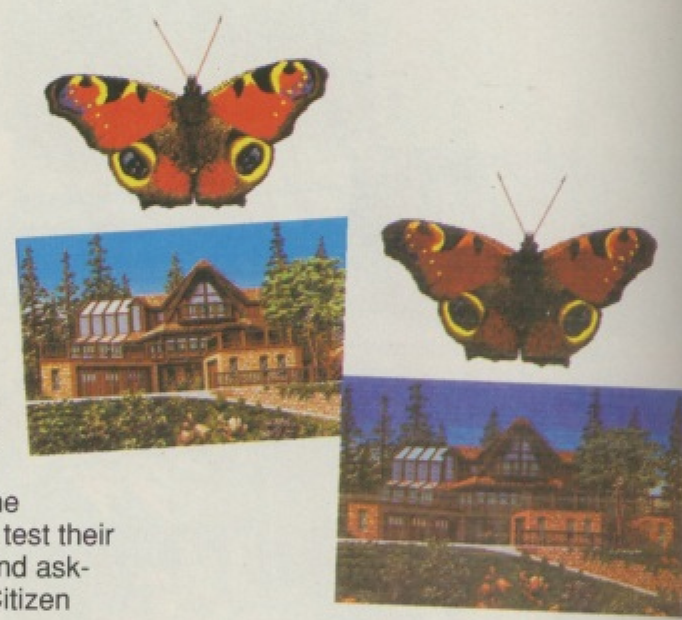
Of course, this makes us wonder what's next. *Sim Egg* – the every day story of an ovum? Or maybe even *Sim Maniac*, where the player follows the adventures of a psychopath. The mind boggles...

BUZZ

BETTER SCREEN DUMPS

Citizen have launched a printer driver replacement system for the whole range of Citizen printers. Called the Citizen Print Manager, the aim is to drastically improve the print quality obtained from even the humblest printer and to give a more accessible and flexible user interface.

The best results are with colour printouts where the gamma correction and anti-banding effects come into play. 'The brightness and intensity of the colours produced are unrivalled by any other printer on the market', claim Citizen. You can test their claim by calling 0800 444276 and asking for your FREE (yes, free!) Citizen Print Manager disk.



US GOLF

After wowing golf players on the PC, US Gold are set to transfer their digitised epic, *Links,* over to the Amiga. The game's digitised courses, players and landscapes accounted for most of the interest shown in PC *Links*, as the gameplay was hindered by redrawing the entire screen after every shot. Hopefully, the Amiga version will overcome this problem. Until next month's review, though, we'll have to wait and see.

BIGGER, BETTER, FASTER

Digital, well-known manufacturers of mainframe equipment such as the VAX, are currently testing their new RISC superchip. The Alpha is a 64-bit processor (the Amiga's 68000 processor is only 16-bit) which, claim Digital, can achieve speeds of up to 300 Mips (million instructions per second) at a clock frequency of 150MHz.

Alpha chips have already been ordered for the first generation of Cray Research's parallel computers (due to go on sale in 1993) but it may be some time before we see an Amiga invested with such power. The first problem is that the chip produces 30 watts of heat, about the same as a dim lightbulb, which would melt away the plastic casing. Secondly, the Alpha is being tentatively priced at $1500.

VIRTUAL JUSTICE

Virtual reality systems have made a court appearance for the first time – where else but California. Alec Jason, an expert in ballistics, put together a 90 second computer generated virtual movie to demonstrate the murder of Artie Mitchell, allegedly shot by his business partner.

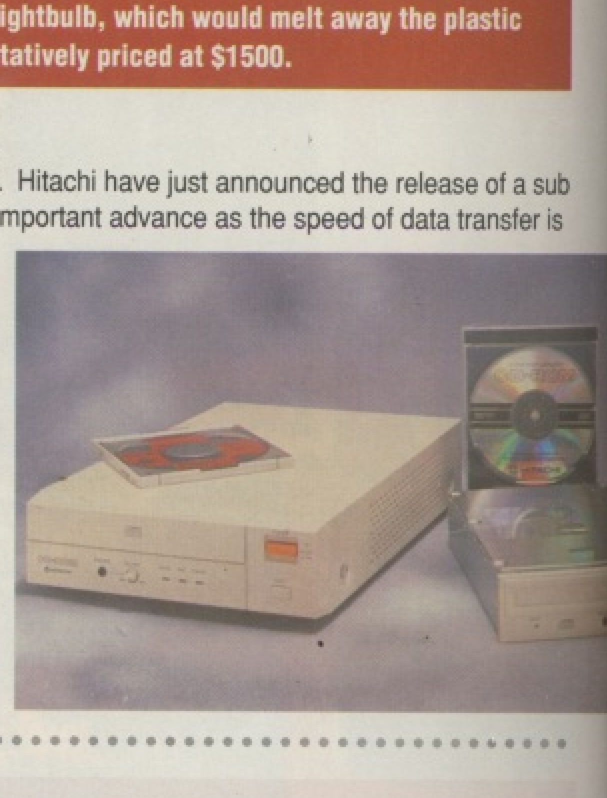
The counsel for the defence protested that technology was being used to artificially create events which may not actually have occured. Nevertheless, the case continues.

FASTEST CD EVER

Hitachi have just announced the release of a sub 300 millisecond CD ROM drive. This is an important advance as the speed of data transfer is critical to multimedia applications, especially those which are trying to use real time video animation.

The CDR-3750 is a standard SCSI device and so can be connected to any Amiga with a SCSI port. Cards or expansion ports are available for the Amiga and some hard drive owners may find that they have SCSI capability already, as it is an option on most Hard drive controllers.

To find out more call Hitachi on 081 849 2085.



PRODRAW 3
ON THE WAY

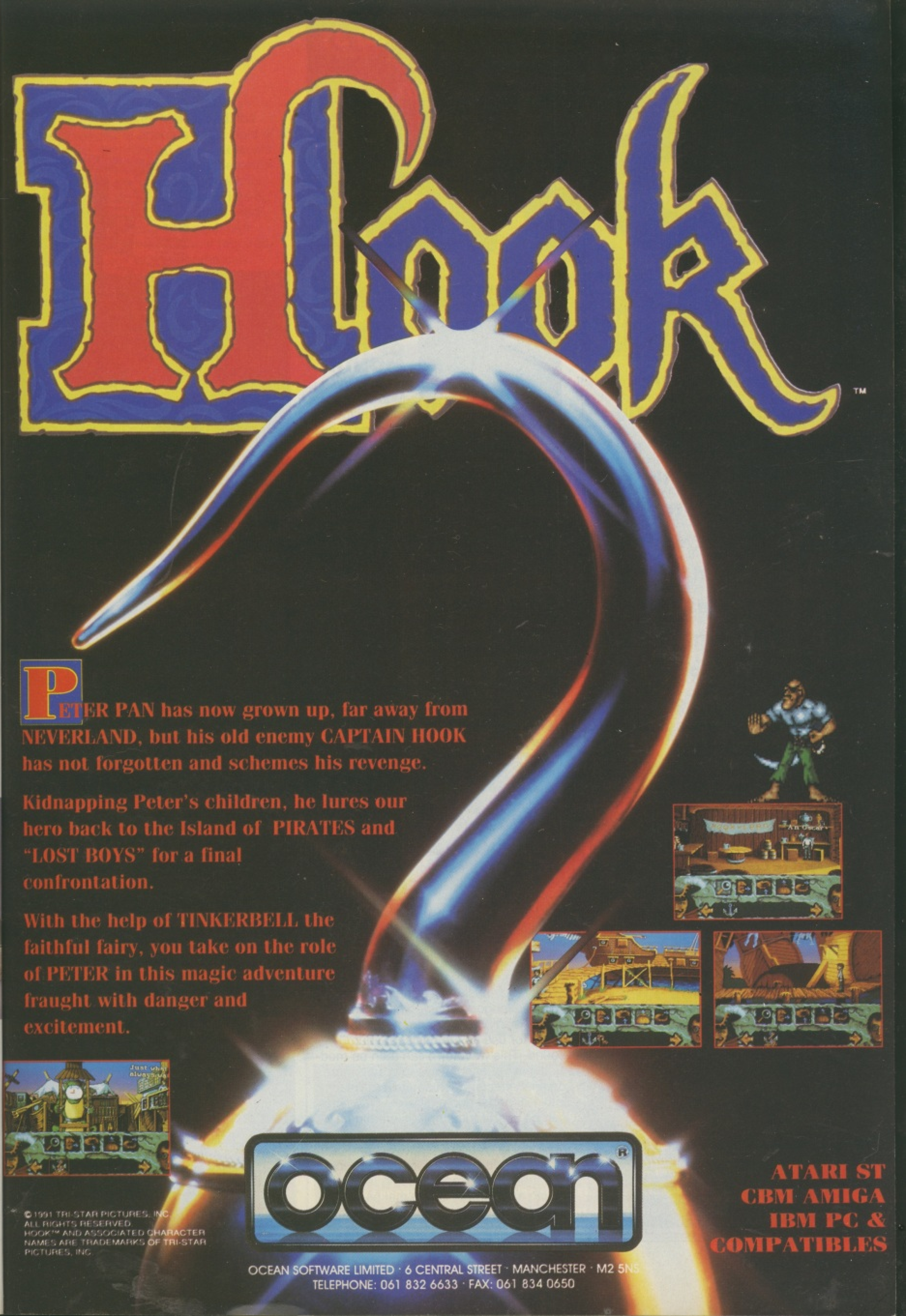
Next in the current series of Gold Disk updates is *Professional Draw*, the structured art package. New features will include ARexx support, graduated fills and a hot link to Professional Page 3.0 (reviewed elsewhere in this issue). Sounds sexy, look out for a review soon.

NEW STAR

Star have just launched the successor to the old LC24-10 printer, probably the most popular 24-pin printer amongst Amiga owners.



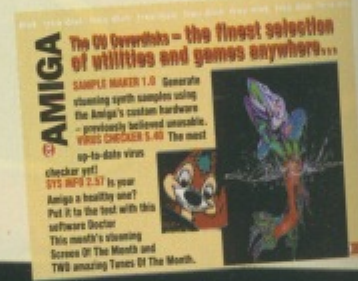
The new LC24-20 will print at speeds up to 210 characters per second and is the first of the Star range to incorporate their new 'panoramic' LCD display feature. Auto emulation change (AEC) is another potentially useful feature, whereby the printer analyses the data being sent to it and then decides which industry standard printer you think it is. Star are on 0494 471111.


Hook™
PETER PAN has now grown up, far away from NEVERLAND, but his old enemy CAPTAIN HOOK has not forgotten and schemes his revenge.
Kidnapping Peter's children, he lures our hero back to the Island of PIRATES and "LOST BOYS" for a final confrontation.
With the help of TINKERBELL the faithful fairy, you take on the role of PETER in this magic adventure fraught with danger and excitement.
ocean®
ATARI ST
CBM AMIGA
IBM PC &
COMPATIBLES
© 1991 TRI-STAR PICTURES, INC.
ALL RIGHTS RESERVED
HOOK™ AND ASSOCIATED CHARACTER NAMES ARE TRADEMARKS OF TRI-STAR PICTURES, INC.
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS
TELEPHONE: 061 832 6633 · FAX: 061 834 0650

More game demos and utilities than you can shake a very large stick at, as the CU Collection unveils the likes of Parasol Stars and an Amiga MD...

30 31

COVER DISKS



ON YOUR DISKS

Another month, another selection of top quality utilities. This month we provide the latest and greatest virus checker, and the most up-to-date version of *SysInfo* – which lets you check that your Amiga is in A1 condition. Music makers will find *Sample Maker* invaluable for creating Synth Sounds for use in programs such as *MED* and *Future Sound*.

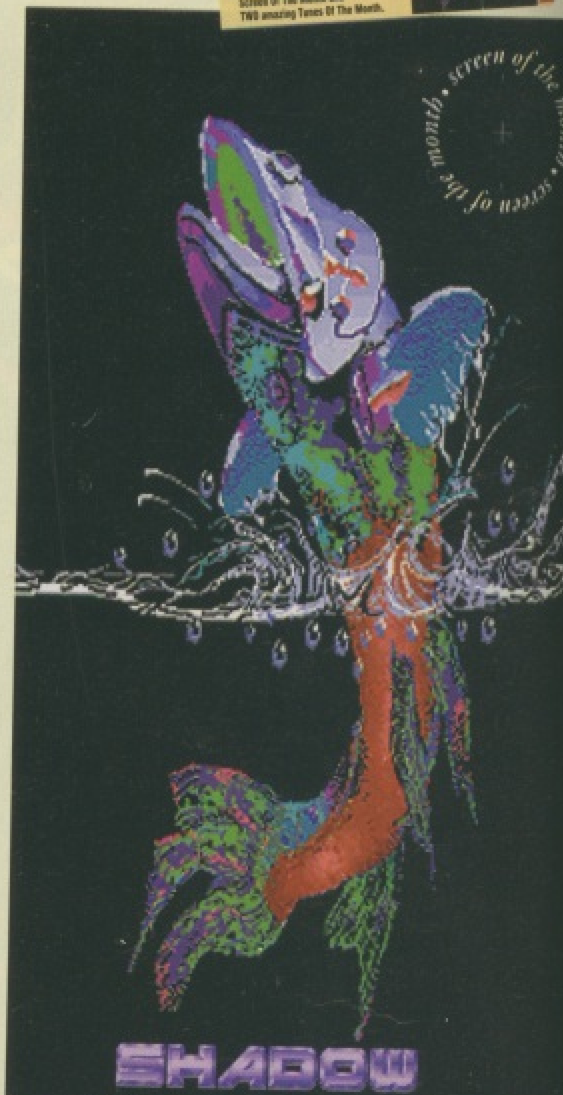
On the games side, we have four levels of Ocean's 95%-awarded *Parasol Stars*, plus a playable level from Storm's *Indy Heat* conversion.

DISK 30



SCREEN OF THE MONTH

Created by Mark Thomas of Ponthir in Newport, 'Fishy' demonstrates how effective half-brite interlace mode can be. The impact of his work is also increased with the central image left uncluttered by unnecessary backgrounds. The unusual choice of subject matter, combined with a great sense of motion assured Mark of victory. There's a subscription on its way.



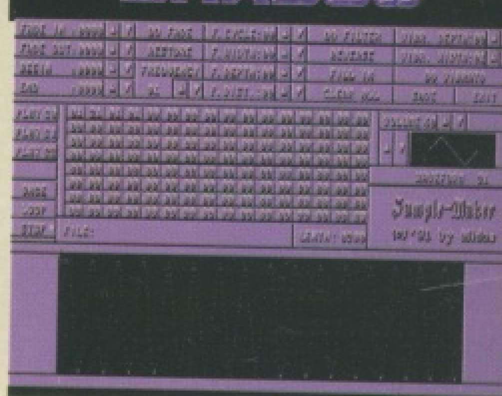
TUNE OF THE MONTH

Competition was especially hot this month, but the honours were taken by Ronan Pearce of Ardilea in Ireland. He sent in eight tunes, and they were so good we felt impelled to put two on the disk. The first is called Fossilised, can be heard whilst the disk is loading. The other is for 1Mb owners, and is loaded from the main menu. It takes about thirty seconds to decompress, so be patient. For more information on this talented musician, check out the lead featur on page 22.

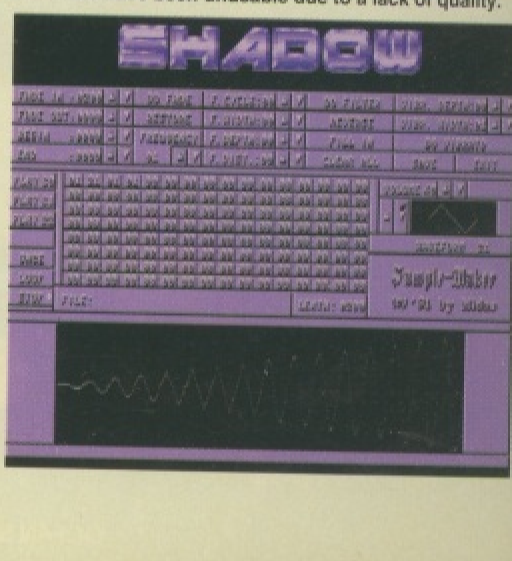
SAMPLE MAKER 1.0

If you want to create your own samples, but are on a tight budget, this is the solution.

Sample Maker lets the user create synth samples generated solely by the Amiga's custom hardware. These occupy less memory than their sampled equivalents, but their normal lack of quality previously made them unusable – but no longer. *Sample Maker* offers one of many basic or complex waveforms for use as the basis for your sound. This waveform can then be modified in a variety of ways to create more original effects. Each sound is divided into 128 parts, and a different waveform can be used for each, thus creating a composite which can be as subtle or abrasive as you like. Once a sound has been defined, a further range of effects can then be applied, including filtering, fading and vibrato (which makes the sound pulsate). The sounds can also be saved for use in packages such as



Until now, samples made using the Amiga's custom hardware have been unusable due to a lack of quality.



Sonix, *MED* and *Future Sound*.

Once the program has loaded, the current waveform appears to the right of the screen, and clicking on the adjacent up/down arrows will alter it. In the centre of the screen are 128 boxes, which initially display '00'. Reading from right to left and top to bottom, these represent the parts of a sample, and each can contain a different waveform if required. Click on any box to transfer the currently-selected waveform to that part of the sample. As you do so, the sample will be displayed as a waveform in the black window at the bottom of the screen.

To listen to the sound, click on one of the three 'play' buttons. Each of the ascending buttons plays at a higher octave, and if you want the sound to last longer, click the 'Loop' button to play it continuously.

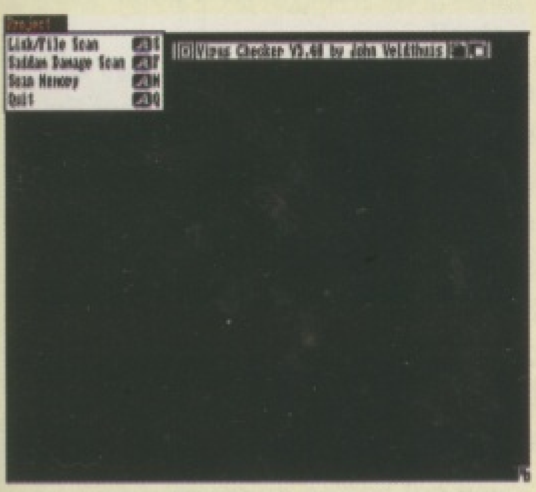
Three effects can be added to the sound: fade, filter and vibrato. Each of these has separate panels to specify how acutely the effect is applied. For example: to add a fade, use the fade in, fade out, begin and end buttons to define it, then click 'do fade' to actually alter the sample. Then, to save your sound, simply select the 'Save' box and give the sample a name and device name in the box which appears.

Longer instructions are given at the start of the program. Once you've flicked through this using the left mouse button, press the right mouse button and the program will load.

VIRUS CHECKER 5.40

As new viruses appear on a monthly basis, the need for regularly-updated virus checkers becomes apparent. *Virus Checker 5.40 (VC)* is the latest, and checks for more viruses than any other. What's more, it's extremely easy to use.

When it loaded, it automatically checks the current drives for infected disks, informing you about its current activity in a small bar near the top of the screen. Because there are several classifications of virus, the program has to be used twice per disk to provide a complete check. Boot viruses are the simplest type, and these can be hunted by inserting a disk whilst *VC* is loaded. It will then check the boot-block, and spot if anything is amiss. If it encounters an unknown bootblock, it will give you the option of installing a standard one over the top of it or will learn the new boot block. Be warned! A non-standard boot-block does not necessarily mean a virus. Many commercial programs use non-standard boot-blocks, and these will be permanently destroyed if you install a standard one on top of them. If in doubt, don't take the chance, as we can't be held responsible for any damage that may occur.



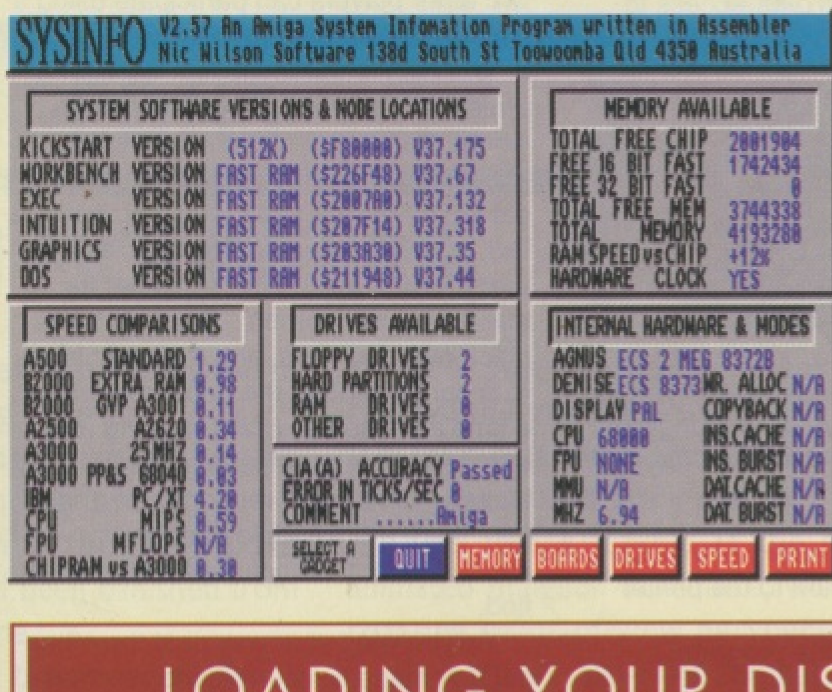
By selecting 'Learn', *VC* will remember an unknown boot-block, and will treat it as safe if it encounters it again. You should take care not to make the program learn boot-blocks that you're not sure about, though, as it could be a virus.

The other two classifications of virus – link/file and Saddam viruses – can be checked from the *VC* menu. Click on the *VC* title bar to activate it, and press the right mousebutton before selecting 'Link/File scan'. You'll be prompted to enter a device name for the drive which needs checking. Click 'Check Drive' and the disk in the specified drive will be checked. If a virus is encountered, it will automatically be removed provided the disk is unprotected.

Because many viruses are also memory resident, there's also a 'Memory Scan' option which lets you check that the memory is clean.

SYS INFO 2.57

This great program will tell you everything that you could possibly want to know about your Amiga, ranging from the type of chips it's using, to the speed of its memory. On loading, you'll be greeted by an information screen showing the most frequently-needed



The Amiga equivalent of a regular check-up, *Sys Info* offers a complete study of your Amiga's performance. Among its many options, it can check the machine's memory, boards, and drives for any anomolalies.

IF YOUR DISK WON'T LOAD?

In the unlikely event of your CU disk not loading, remove all external cartridges and peripherals and try again. If it still won't load, pop the offending disk in an envelope and address it to: CU DISK RETURNS, PC Wise Merthyr Industrial Park, Pentreebach, Mid Glamorgan . CF48 4DR

30 31

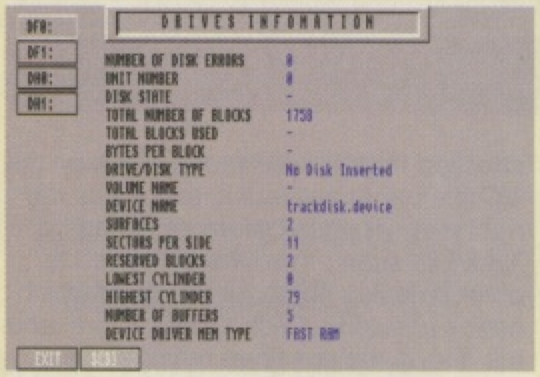
They will then test the disk and send a replacement as soon as possible. Ring the PC Wise Helpline for any urgent problems. It's open between 10:30 and 12:30 during weekdays and can be reached on: (0443) 693233. Whilst CU Amiga makes every effort to check cover disks for all known viruses, we can accept no responsibility for possible damage caused by viruses which may have escaped our attention.

LOADING YOUR DISKS

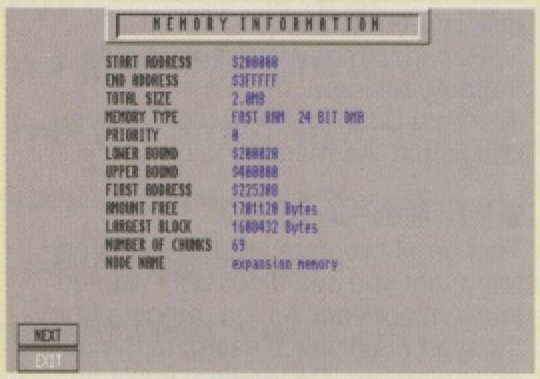
Simply insert the disks into your Amiga's internal drive and they will boot automatically. On loading, each disk will reveal a menu which details the contents of the disk. Simply press the function key relevant to the package you wish to use and it will load. If it fails to do so, turn the machine off for fifteen seconds before rebooting the disk. In addition, remove any external cartridges, drives and printers if any further problems occur.



All the utility's options are shown in list form.



The speed of your machine can be checked, too.



The equivalent of your Amiga saying 'Ah!'

information. At the bottom of this screen are six buttons which offer access to other types of system check:
Memory – will tell you the location and type of memory available in your Amiga.

Boards – tells of any extras, such as PC emulators.

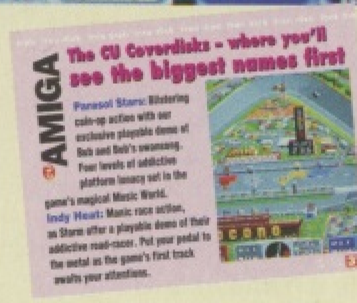
Drives – gives detailed information on any drive currently connected, and clarifies the status of any disks in them.

Speed – runs a diagnostic check on the processor speed of your Amiga, giving the comparative output at the bottom left of the screen.

Print – outputs a summary of the current system information to the printer (via prt:).
Select Quit to leave the program.

PLEASE NOTE: If you want to use the printer option, load the program via Workbench. To do this, load your Workbench disk, before inserting your coverdisk. Double click on the CU30 icon, then again on the Sysinfo icon. The program will then load with the print option enabled.





DISK 31

INDY HEAT

Another addition to the lengthy list of *Supersprint* clones, *Indy Heat* features some of the most torturous tracks you could ever expect to see. The coin-op sequel to *Iron Man Stewart's Super Off-Road Racer*, *Indy Heat* is viewed from above the detailed circuit, with the four racers waiting on the starting grid. Pressing forward on the joystick accelerates your chosen vehicle whilst the directional controls steer it. Meanwhile, two other players can participate using a second joystick and the keys.

Our disk features the first track, and opens with a vehicle selection screen where the players can choose and equip their cars. Higher performance can be gained by buying tyres, engines, and the like, and your speed can be boosted further by purchasing nitro canisters for that little extra 'oomph'. The race takes place over four laps, and the basic idea is to career around the track in as short a time as possible, whilst keeping an eye out for the cash bags and extra nitros which appear randomly. In addition, there are a couple of sneaky short-cuts for the eagle-eyed racer to find.

As you wind your way past the other cars, damage is incurred and you may need to effect repairs in the pitstop for a while. Whilst this does waste time, each car will have to come in for repairs after a while, and a dishonest driver may be inclined to knock their opponent out of their pits with a crafty shunt...

The first boy-racer to complete the predetermined number of laps and

Road To Nowhere...

Our one-level demo features the basic ring track, but there's plenty to see and do...

1 The Pits – stop here for essential repairs. Whenever your car so much as touches their colour-related square, it's automatically dragged in for repairs, so be careful if using the space for a short cut. In addition, whilst passing through, remember to give your opponents a quick push start!

2 Short Cuts – these may not be immediately apparent, but by slipping between trees or buildings, a useful advantage can be gained over your not-so-daring opponents. Be careful the grass between doesn't slow you down, though.

3 Your Opponents – a wily bunch, who are of equal intelligence and skills to yourself. As you get better, so do they. But their tricks get dirtier...

4 Start/Finish Line – marks the start of the race, the end of a lap and, indeed, the end of the race.



"BLACK CRYPT" - IF YOU LIKE YOUR DUNGEONS DRIPPING WITH MONSTERS.

The "Black Crypt" ™ positively oozes with twenty five of the most hideous and despicably cunning monsters.

They await you in a dozen plague-ridden interconnecting dungeons, on 20 spell binding levels.

The most heinous among them is the Dark Lord Estoroth, who, many centuries ago, had been banished from the land by four Guardians with awesome supernatural powers. In the process, the Guardians and their weaponry had been lost.

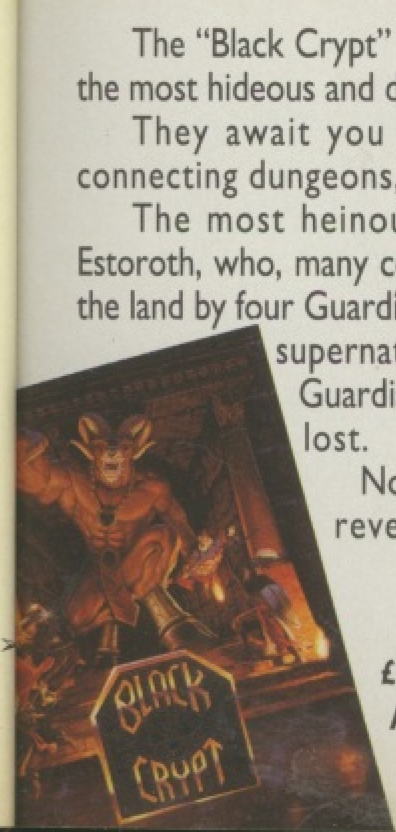
Now Estoroth is back, seeking a ghastly revenge against a defenceless people.

Your task is to lead an intrepid band of adventurers to retrieve the mystical artifacts that may hold the power of the four Guardians and provide your only chance of saving the world from evil.

The "Black Crypt" is the most electrifying fully animated dungeon adventure, with exceptionally detailed rotating point-of-view perspective.

It features real-time combat and spell-casting, all in 64 colour extra half - brite Amiga graphics.

But be warned, you enter this breeding ground of evil at your own peril. And hopefully not on a full stomach.

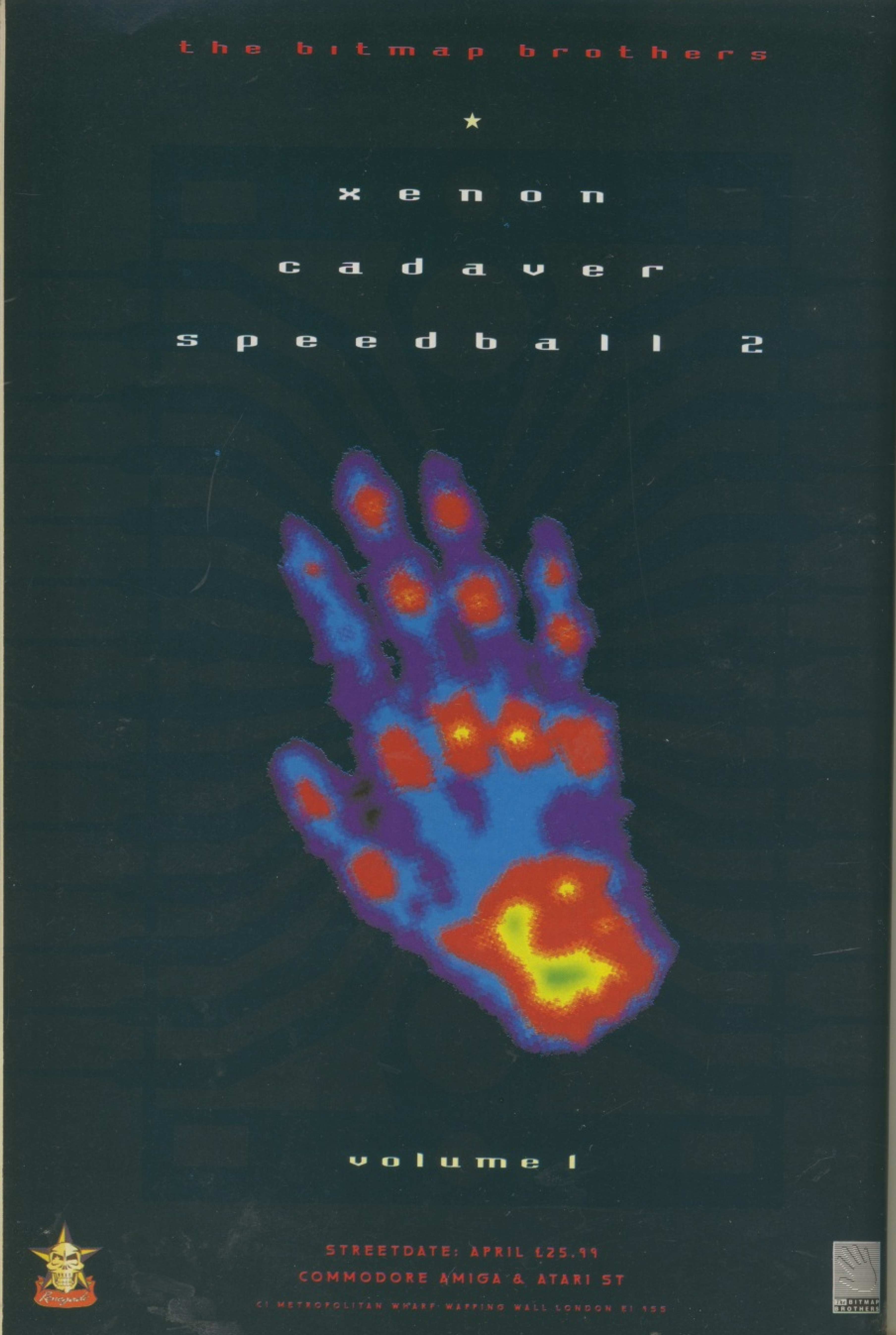


£25.99

Available on Amiga.

ELECTRONIC ARTS™

Electronic Arts, Langley Business Centre, 11-49 Station Rd, Langley, Berks SL3 8YN,
Tel: 0753 549442, Fax: 0753 546672


the bitmap brothers
xenon
cadaver
speedball 2
volume 1
STREETDATE: APRIL £25.99
COMMODORE AMIGA & ATARI ST
C1 METROPOLITAN WHARF WAPPING WALL LONDON E1 9SS
THE BITMAP BROTHERS

THE TOTAL PITS



Before the race begins, 'Iron Man' himself offers advice regarding spares for your car. *Indy Heat*'s shop has more car-related goodies than Halfords, and allows you to buy speed-boosting nitros, better grip tyres, and more powerful engines – cash permitting, of course.

Careering around the circuit can cause untold damage to your fragile vehicle, and the occasional respite at the pits is recommended. However, valuable time is wasted whenever a stop is necessitated, so whenever your opponents take a break, slam into them to knock them out of the repair shop and back in the race!

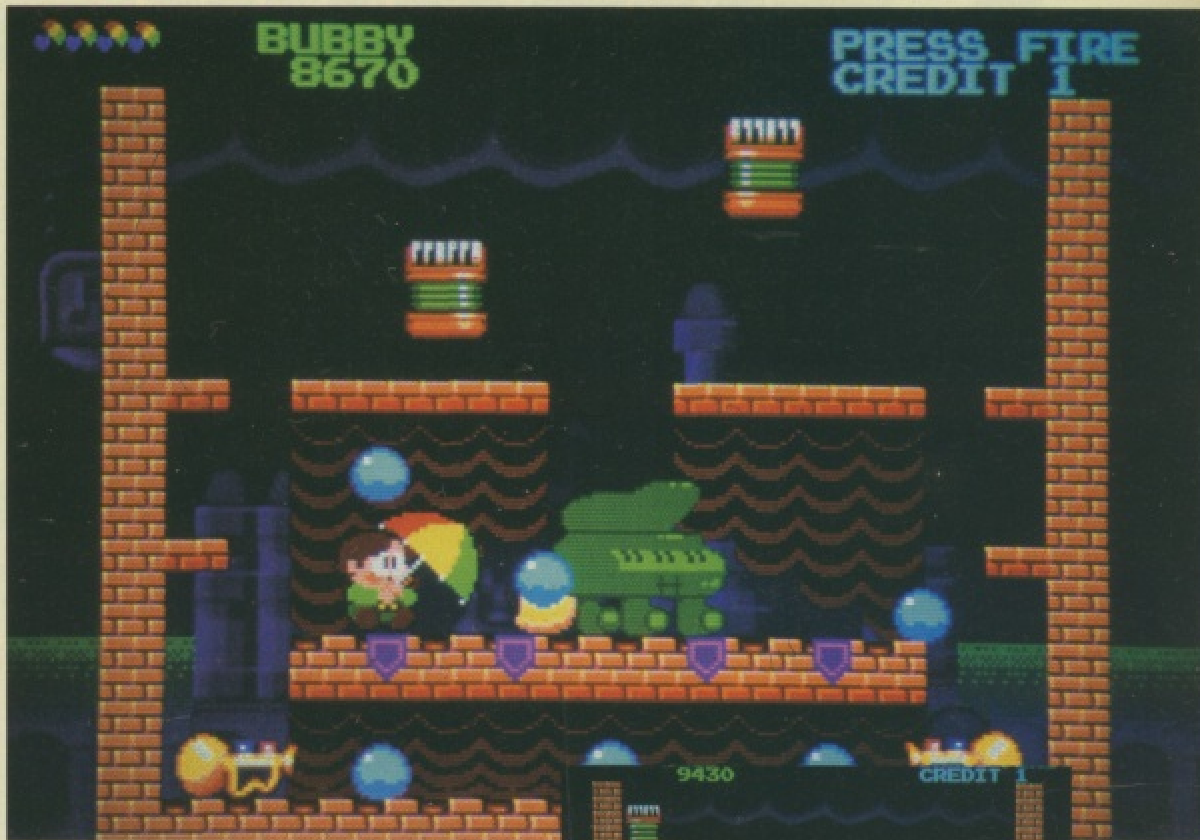


make it past the finishing post is the winner, and will earn a considerable reward. The demo will then restart – you'd better get the bubbly on ice...

PARASOL STARS

Having freed the people of *Rainbow Islands*, *Parasol Stars* follows Bub and Bob's fortunes as they once again battle the forces of evil - and our disk features a taster of what to expect. Scoring a massive 95% last issue, *Parasol* Stars is a mixture between *Bubble Bobble* and *Rainbow*, with the bubble and rainbow weaponry of the first two games replaced by the parasols of the title.

Our demo contains four levels from the first world, and pits you against the renegade inhabitants of Music World.



One or two players can play our demo, and will assume the roles of Bub and Bob respectively. Using a joystick, the little heroes must be guided across the platform-laden screens whilst avoiding contact with the assorted trumpets, pianos and accordions who plod towards you. If, however, a nasty gets too close, simply press the firebutton to sweep them up on top of your brolly and fling them across the screen. In addition to killing anything in their way, the deposed nasty will also turn into a bonus goody awaiting your attention. As well as killing the nasties by flinging them around, both Bub and Bob can lob each other around the screen or use them to collect water globules which, when six are amassed, create a massive water ball which can be used to flush out any errant creatures.

A screen is completed when all the nasties within have been killed. Bub and Bob will then have a few scant seconds within which to gather as many of the remaining goodies as possible. After this, they are whisked away to the next area, where even more weird and wonderful bonuses and creatures await you...

IMPORTANT! Whilst every attempt is made to ensure that the contents of the coverdisks match the details given on the labels and in the magazine, we cannot be held responsible for any last-minute changes. In addition, although our disks are also checked thoroughly for viruses, we cannot be responsible for any damage caused by the contents of the disk. If you have problems regarding your disks, please DON'T call the CU Office as there's very little we can do. Instead, ring PC Wise using the number listed in the WONT LOAD? panel. Thank you.



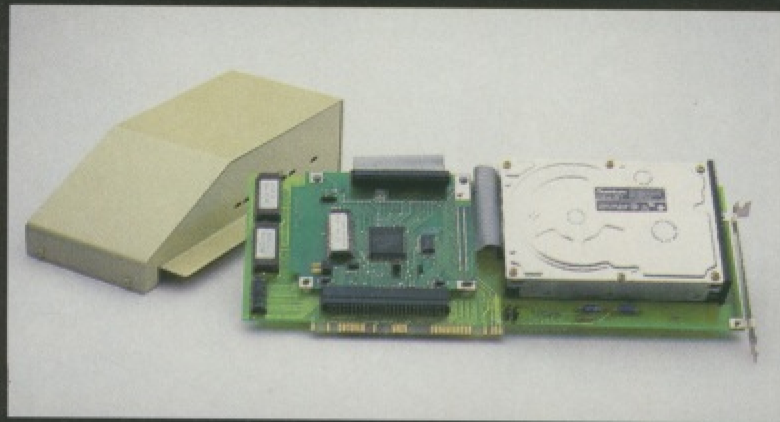




Water, Water, Everywhere...

Water drips fall periodically from above, and Bub and Bob can use these to their advantage. As well as collecting them individually and throwing them across the screen to clear any oncoming nasties out of the way, by gathering six on your brolly, a massive ball of water is built up. Pressing fire will then release it, sending a stream of water across the many ledges, sweeping up anything in its path - as seen in *Bubble Bobble*.

H...IGH QUALITY

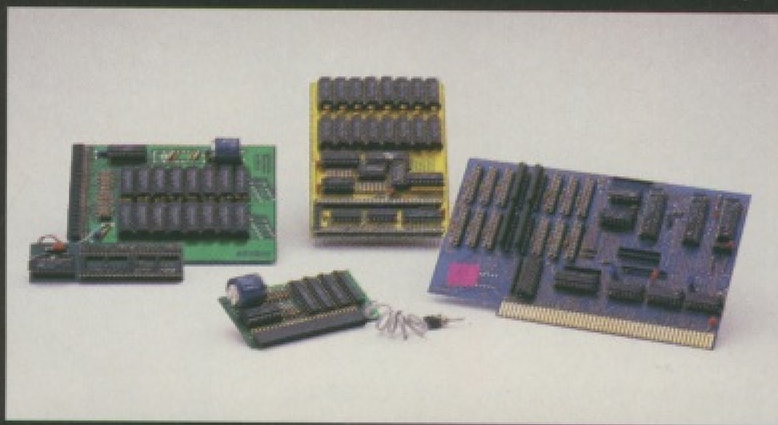


SCSI-Hard Disk Drives

with Amiga®-Controller for the A 1500, A 2000 (as Filecard) and A 500 (in external metal box) all autoconfigurating and autobooting !

SEAGATE 33 MB, 28 ms		£ 199,
QUANTUM 52 MB, 17 ms*		£ 249,
QUANTUM 105 MB, 17 ms*		£ 299,

*64 K CACHE



Memory Expansions

for the A 500: **RAM 512 k** £ 25.

RAM 2 MB £ 89.

both expansions with clock, on/off-switch, autoconfigurating 0 waitstates. RAM 2 MB expands with Fat Agnus to 512 k Chip- and 1.8 MB Fastmem = 2.3 MByte and with Fatter Agnus to 1MB Chip- and 1.5 MB Fastmem = 2.5 MByte

for the A 1000: RAM A8MB/1000 £ 149.

8 MByte expansion with 2 MB on board, on/off-switch, autoconfigurating by Kickstart-Patch, 0 waitstates

for the A 2000: RAM A8MB/2000

8 MByte expansion with 2, 4, 6 or 8 MB on board, on/off-switch autoconfigurating by Kickstart-Patch, 0 waitstates

2 MB on board	£ 99.
4 MB on board	£ 179.
6 MB on board	£ 259.
8 MB on board	£ 339.

And even more sensational bargains:

XT-Booster, makes your Commodore XT-Card nearly twice as fast	£ 35.-
Kickstart 1.3 Rom	£ 19.-
Big Agnus, 1MB Chipram	£ 35.-
ECS-Denise	£ 39.-

This is how to order:
Send your Mailorder including a Eurocheque or your credit card's number to the adress listed below. Postage is free. Prices do not include VAT, 17.5 % customs duties are to be paid by the consignee.

Rossmöller Handshake GmbH • Neuer Markt 21 • W-5309 Meckenheim • Germany



ROSSMÖLLER
HANDSHAKE

A 2000
al box)

£ 199,-
£ 249,-
£ 299,-

£ 25.-
£ 89.-
figurating
512 k
atter Agnus

£ 149.-
tch, auto-

on/off-switch,

£ 99.-
£ 179.-
£ 259.-
£ 339.-

LER
K E

ARE YOU A

Bargains, more bargains and even more bargains!!!

THE SPRING
COMPUTER SHOPPER SHOW 1992
28-31 MAY
NATIONAL HALL, OLYMPIA

Sponsored by Computer Shopper Magazine

Here's the chance you've been waiting for-an exhibition that covers all you've ever wanted for your Amiga and a lot more!

For the first time, this year's Computer Shopper Show has a special Amiga shopping centre, packed with all the major, reputable dealers in one easy to find section dedicated to the Amiga.

That means you can <u>save £££'s</u> on all the latest and best for your Amiga.

Free advice from CU Amiga

CU Amiga will be at the show in force. Come and meet us on our stand or at the Amiga clinic, we'll be there to answer your Amiga queries and look forward to your views on Britain's greatest Amiga magazine.

An established show you can depend on

This is the fifth Computer Shopper Show, it gets bigger and better every time,we make it **our** business to make sure **you** get value for money. Can anyone else offer you this?

Dozens of dealers, thousands of products

Whether it's software, hardware or peripherals you're after, this May's Computer Shopper Show covers every format from consoles to Amiga's, ST's to PC'S. There's even a PC advice centre from Computer Shopping Magazine and software presentations held throughout the show.

CU

S

Play and free!

There's a
packed f
unrelease
best soft
means yo
the final
developm

Speci CU an reade

Less than
place in A
the Comp
28th May
the Hotlin
the coupo

25% D

Beat th - Book

Adult £6.
(£4.50 in a

Under 16
(£3.00 in a

CU AMIGA SHOPPER?

Play the latest and best for free!!!

There's a brilliant games alley - packed full of new and unreleased products from the best software houses. That means you can put games in the final stages of development to your own test.

Special offer to CU amiga readers

Less than £5 guarantees your place in Amiga heaven - it's at the Computer Shopper Show 28th May to 31st May, just call the Hotline number or fill in the coupon below.

25% DISCOUNT

Beat the Queues - Book early

Adult £6.00 (£4.50 in advance)

Under 16 - £4.00 (£3.00 in advance)

SAVE 25% NOW! CALL THE TICKET HOTLINE ON 071-373 8141

Hotline open 9 - 6 Mon - Sat

Opening Times For Show

Thursday 28th May -	10am - 6pm
Friday 29th May -	10am - 6pm
Saturday 30th May -	10am - 6pm
Sunday 31st May -	10am - 6pm

How to get there
Olympia Exhibition Centre is located on the Hammersmith Road, Olympia, London and can easily be reached by :
TUBE: Olympia - District line, High Street, Kensington -District/Circle line, Hammersmith - Piccadilly/Metropolitan and city line.
BUS:No 9, 10, 27, 29, 91

Pre-registration by post
For Pre-registration tickets to the Spring Computer Shopper Show, please complete the coupon below and return to: Olympia Box Office, Earls Court & Olympia Ltd, Warwick Road, London SW5 9TA

Spring Computer Shopper - Pre-registration Form

Name______________________________

Address______________________________

Postcode__________

I enclose a cheque made payable to Computer Shopper Show

For £__________for__________tickets

Pleasedebit my VISA/Access card (delete as appropriate)

Card No____________________

Expiry date____________________

Signature____________________

THE SPRING COMPUTER SHOPPER SHOW 1992
28-31 MAY
NATIONAL HALL, OLYMPIA
Sponsored by Computer Shopper Magazine

Supported by CU AMIGA

sound advice

Amiga sound is a strange but wonderful thing. CU Amiga is here to help with the definitive guide to all things sonic...



PART 1

LET THERE BE SOUND

The first home computers had no sound capability at all. Many of those around today still have little or none. This is a shame, as to some people good sound quality is as important as 256 colours in hi-res mode. Still, we mustn't dwell on the misfortune of others. The Amiga's excellent sound capacity is largely thanks to the Paula chip. Instead of just bunging in a programmable voice generator which modulates a sine wave, the Amiga has what amounts to an 8-bit DAC (Digital to Analogue Converter). So the basic unit of sound on the Amiga is not a set of envelope instructions, but a sample and the way to obtain new sounds is by sampling

SO WHAT IS SAMPLING?

Sampling is a method of examining a waveform at very small intervals (typically 16000 times a second) and storing a digital representation of the waveform at these points in memory or on disk. All computers are capable of this, but where the Amiga comes into its own is by the use of the special soundchips allowing you to play back the samples at very high quality. After all, no matter how high the quality of a 44.4kHz sample, it's not much use if it sounds like a frog in a wet paper bag when you replay it!

At present, the Amiga is only capable of replaying 8-bit samples. This means that, no matter how high the sampling rate and no matter how good you can get the Signal-to-Noise ratio, you aren't quite going to achieve CD-quality audio from your Amiga – unlike the dedicated serious-cash sampling hardware from the likes of AKAI, Ensoniq and Roland. But don't get too disappointed, as it may soon be possible that we'll see 16-bit Amiga sound hardware become a reality. After all, it was 8-bit sampling technology that brought success to the likes of Frankie Goes To Hollywood and The Art Of Noise. In fact, all samplers superimpose their individual 'feel' to the sounds they produce, and the Amiga sounds better than the original 8-bit Fairlight machines which used to cost about £13000!

You may think to yourself 'why bother sampling things when there are plenty of sounds available by taking apart tunes-of-the-month and doing the rounds on the PD circuit'. The major reason is quality. In the search for more and more samples to pinch from various places, you'll rarely come across a bass drum sound that isn't 35% hiss, and it's a rarer occasion when you'll encounter a brass sound that doesn't sound like it's been ripped from *Lemmings*. Quite simply, you can do much better, providing you have access to a sampling hardware/software package of some description. I use *Mastersound* hardware and run *Audition 4*, but similar results can be achieved via just about any combination.

The first thing to remember when trying to create your own samples is the GIMGTYMTO rule – an acronym of 'Garbage In – More Garbage Than You Might Think Out'. Meaning that, even if you think any given sample is pretty much hiss or noise free, by the time you stick it through *OctaMED* or *Soundtracker* with a dozen other samples, each with their own 'little bit of noise that doesn't really matter', the resulting ensemble can end up sounding like Extreme Noise Terror on acid.

WHERE TO SAMPLE

Consequently, there are only two sources to seriously consider sampling from. The first is using a high-quality microphone (for 'high quality' read 'costs a bit more than the £4.95 ones you can get at Tandy') to capture the sound of an acoustic instrument. Obviously, there has to be a point where someone does this, otherwise there would never be any samples of orchestras, pianos and the like, but my advice is to leave it to people with the sort of money to hire out a professional 24-track recording studio for a few weeks to get it right (sampling pianos is notoriously difficult), and stick to the second acceptable sampling source.



The second source of action is to sample direct from CD. Several specially-recorded CDs are available specifically aimed at samplers, and many commercial recordings have tracks from which percussion sounds and, other instruments can be obtained – although you must remember that despite the proliferation of stolen sounds in the pop charts over the last few years, it is still technically illegal to sample other peoples' material unless they explicitly give you permission. It is worth noting here that many sound-effect type CDs, such as those produced by the BBC, are not copyright free – the sounds remain the property of the manufacturer, making you wonder what sort of person buys a sound-effect CD just to put it on and play at home for listening enjoyment!

The same cannot be said of samples, which are positively identifiable as having come from a specific recording artist. Some artists don't seem to mind (James Brown hasn't complained too much about 'Funky Drummer') but some get very stroppy about it, such as the case in 1987 when the Justified Ancients of MuMu (aka The KLF) were forced to burn all existing copies of their first album as a result of a court action started by Abba, who weren't at all keen on the inclusion of a lengthy sample from 'Dancing Queen'.

Legal niceties aside, remember to keep noise to an absolute minimum by ensuring the CD signal level is at a suitable level. Too high and you get distortion problems; too low and you get problems with noise build-up as your sampling software tries to compensate for the incoming signal level.

HOW TO SAMPLE

The major consideration at the software end of the quality chain is the sampling rate. Typical rates vary between 4kHz and 44kHz, with 16 KHz the most favoured rate. There is a trade-off here between quality and the size of the sample produced – it can be annoying to create a perfect snare sound only to find it occupies 25K of memory/disk space!

However, memory can be saved without too much deterioration in sound quality by sampling at a high rate and reducing the rate using the software's 'resample' option – in fact, bass sounds can ➢

SOURCES FOR COURSES The major problem facing would-be Amiga sample experts becomes apparent: not sound quality or the four-channel play-back restriction, but that of just what to sample. It soon becomes clear how hard it is to get good-quality samples from normal sources. Luckily, help is at hand in the form of either specially-produced sample CDs or in the guise of presampled disks.

One such example of the former variety of helping hand is *Pascal Gabriel's Dance Samples* – the first in the HitSound Producer series of CDs from The Advanced Media Group. Containing over 1000 different samples of varying degrees of usefulness, they have been compiled from the personal sample library of Pascal Gabriel, a dance musician and producer who has worked with the likes of S'Express, Bomb the Bass, and New Order.

Five tracks of digital data are provided for downloading into AKAI S1000/S950-dedicated samplers. Before you start getting any bright ideas that this seems a lot simpler than using Amiga sampling packages – but remember the AKAI machines cost about £1000 and that you can't play *Lotus Turbo Challenge* on them.

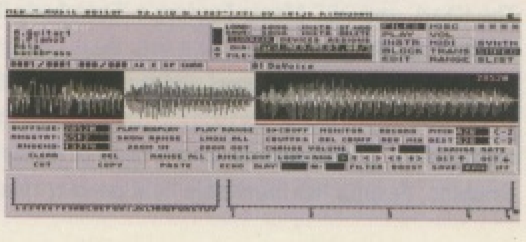
In addition to instrument and percussion sounds, the disk includes high-quality percussion and rythym tracks, although the opening 'Crackly Loop' is just that. Also included are various short vocal hooks mostly of the 'Ooh' and 'Aah' variety, and other vocal sounds found on most dance records. Most of the sounds are fairly new, the only exception being 'Stressed Out' which first appeared on Raze's 'Break For Love' and countless others. The drum sounds provided are wide ranging, from very early boom-chikka-chikka to very ambient-sounding percussion, and if you can't find a bass drum sound you like from those available, then you don't like music.

Many of the synthesizers which have been sampled are referred to explicitly with 'Famous Names' including PPG and Juno getting a look in. Several of the synth-sounds take the Amigas sound chips to the limit, with 'Coneblower' being the most notable.

Most of the sounds are mono, apart from those recorded using the RSS system. Roland Sound Space is a new audio process developed by Roland to allow sounds to be positioned and moved within a 3D soundfield. You must sample in stereo to get it to work, and it won't work through headphones (but wearing headphones to listen to the extreme stereo separation of the Amiga's output is for masochists, anyway). The effect varies from sample to sample, but is occasionally quite spectacular. The RSS samples can be used to provide a real sense of 'space' in the final mix, but since they tie up two of the Amiga's sound channels, they're only worth considering if you're using other instruments as well.

Even if you already have a drum machine, the chances are that it will be restricted to the usual bass, snare, toms and cymbals. The solution is provided here in the form of the exotic percussion loops which can be used to great effect, adding loads of atmosphere to an otherwise rubbish tune. If you're serious about using your Amiga as a sampling instrument, then this sort of sound source is definitely the way to go, and provides a welcome relief from my long-standing problem of how to obtain a decent version of the drum-loop used on Soul to Soul's 'Keep on Movin' without 50ms of female vocal creeping in at the end of each loop!

Fans of early 80s industrial noise bands such as Test Department and Einsturzende Neubaten are also catered for with sounds such as 'Radiator 1-16' and 'Electro Kitchen'. My only gripe is the lack of a decent Italo-House piano sound, but I suppose you can't have everything.



sound advice

be improved using this technique. All the sampling packages I have used allow the user to edit the sample currently in memory. You can use this feature to chop off bits of noise and silent areas from the beginning and end of your sample. Most have fading effects that allow you to cut an overly-long sample down to a more manageable size, and still keep a natural-sounding ending. Most will also allow you to loop various parts of the sample, creating the effect of a long sample but using the memory requirements of the short original.

Another option often provided is the ability to mix two samples together. This is one of the most useful tools for creating professional-sounding samples. For instance, almost every bass sound can be greatly improved by mixing it with the same sample played an octave higher, giving a much 'fatter' analogue synth-type sound. Alternatively, if you sampled a decent major or minor chord from somewhere, you can create a range of different chords by mixing the chord sample with itself played at a different rate – for instance, if you mix a major chord with a minor chord played four semitones up, you get a major 7th.

Before long, you'll build up a decent sample library. Separate your samples into drawers of different categories of sample (one drawer for bass sounds, one for percussion, and one for guitar sounds, for example). In the interests of space, and ultimately quality it's always a good idea to delete sounds that are too noisy. Otherwise, there's always the temptation to use them, and many potentially good tunes are spoilt by a hissing sample.

With a bit of imagination, the Amiga is capable of stunning stereo sample effects. It's possible to create stereo samples even if you don't have a stereo sampler as long as your software is up to it. You can usually copy a mono sample to both sides of a stereo one, and process the left and right channels slightly differently, thus creating the stereo effect (fading in from the left channel and out from the right creates a right-to-left panning effect), and applying a different amount of chorus or flanging to each channel of a chord sample can create a thick, ethereal sound if you're lucky !

LET THERBE

PART 2

SAMPLING

You've got your samples, but that isn't the end of it all. Each sample may be the equivalent of an instrument, but you'll have to cobble them all together with a sequencing package before you can produce real music (or unreal music depending on taste). There are a large number of excellent packages available, but unless you are turning pro in a big way it is worth starting off with some of the excellent Shareware packages around – the notorious *Soundtracker* clones. Generally regarded as the best

FLOPPY NOISES **One way of obtaining professional-quality samples is by taking them from special CDs, such as the Zero-G Datafile 1 *Breakbeat* collection of disks, five floppies produced by Eddie Stratton, the man behind various dance hits recorded under such names as 'Man Machine' and 'Jack'n'Chill'.**

Each disk contains 10–15 IFF format Amiga samples which vary in size from 8000 to 100000 bytes. The 70 or so samples provided here are taken from the equivalent Zero-G Datafile CD which contains about 1000 sounds, and all but five of the samples are drum and percussion loops.

The samples are very professional sounding, even when played through the super-sub-miniature loudspeaker contained in most monitors. However, the lack of any actual instrument sounds on the disks means that you must already have an existing sample library, or you intend to use your Amiga as a rythym unit in conjunction with other MIDI equipment.

The drum loops have all been very professionally prepared, with the Signal to Noise Ratio kept as high as reasonably possible in an 8-bit sampling environment, and all the loop start and end points have been well thought out. I didn't come across any major looping problems even when playing the samples well outside of their intended range, and timing wasn't a problem with any of the software I used (*OctaMED*, *Music-X*, and *Sequencer One*), and glitch-free synchronisation with MIDI is fairly easy to achieve with a few trial and error modifications to the tempo.



Almost all the rhythms are of the dance variety, although Swing-Beat and 6/8 rhythms are few and far between. Thus, if New Jack is your thing you may be disappointed. The 4/4 rhythms concentrate mainly on the Hip-Hop and R'n'B/Acid Jazz grooves, with House and Hardcore rhythms also represented. However this does limit their use in the production of original- sounding material somewhat. In addition to the rythym samples, there are also five vocal hooks and effects contained in the 'DEMO' drawer on disk five. Although these are again very professional sounding and provide a change to the percussion, they could hardly be described as original ,with the 'Ooh-la-la' from Dee-light's 'Groove Is In The Heart' and C&C Music Factory's 'Everybody Dance Now' being far too obvious to use again on original material.

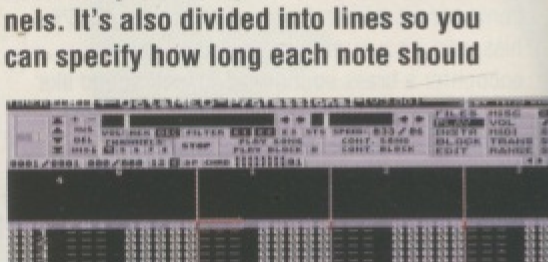
These disks make a good addition to an existing Amiga/MIDI instrument set-up, but if you are wishing to make music on just the Amiga alone, though, their use is severely limited, and it might have been a better idea for Zero-G to have released a package with a greater number of disks and samples, despite the inevitable cost penalty this would incur.

TRY IT YOURSELF

1 Unlike other *Soundtracker* clones, *OctaMED* offers the user a huge number of tools to make editing easier. These tend to make the display seem a little daunting, but there's no real need to be afraid – it's not half as difficult to use as it looks!

2 Before you start working on a tune, you'll need to load an instrument or sample. Do this by clicking 'SLIST', and select the sound you want to load into the current instrument position.

3 Once you've loaded a sound, click on 'E' (Edit) and you're ready to enter notes. The main part of the screen is reserved for this purpose, and is divided into four blocks representing the four sound channels. It's also divided into lines so you can specify how long each note should



play for. You can move the red outline cursor around this area freely, allowing you to edit different parts of each note.

4 Notes are shown as letters, numbers and characters, and the position where you entered it will look something like this: C#1 10C08.

5 The first three characters (C#1) name

REBE MUSIC

of these is *MED*, the incredible *Soundtracker* derivative sold by Amiganuts.

Created by Finnish programmer, Teijo Kinnunen, it started life as a PD package in 1990, and has undergone frequent upgrades. The most important of these was the inclusion of eight-track and MIDI support, transforming it into *OctaMED*. *OctaMED Professional 3.0*, a budget-priced package, is set for release shortly, here's what it will do...

MEDITATIONS

Teijo has recognised the fact that despite its power, *OctaMED* appears very complicated when you're learning to use it. For this reason, the new version features new lay-outs, and is far more user-friendly than previous ones.

An extra effects character has been added to each note, too, giving a total of four. To cram in these extra characters, the overscan option has been used, and slicker graphics have been used to accompany this change.

The package now supports nine octaves, which means that anything that can be played on a piano can be entered directly into *OctaMED*. For musicians, this is probably the most exciting feature of all, as it enables them to convert tunes directly from sheet music to *OctaMED* with no orchestration or instrument adjustment.

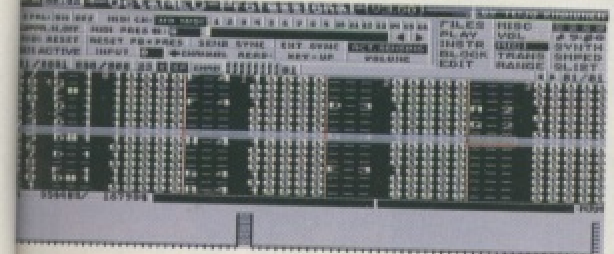
Talking of instruments, the Instrument Editor has also been spruced up, with the inclusion of video-style controls for searching through sample lists. The file requester has been transformed, and now appears to be styled on Kickstart 2.0 – even for 1.3 owners. Finding, loading, and saving files has been made far faster and friendlier than before.

The Edit screen reveals another extra option called MAP2 which lets you switch between user-defined keymaps so that single-key sequences can be assigned. The MISC menu also displays a cluster of useful new features, replacing the pointless and irritating JUMP option that used to be there. It's nice to see that available memory is now constantly displayed on-screen. I think that this feature should be obligatory for all 'serious' software.

Overall, the latest version of this already terrific package looks great. The extra octaves are a massive plus, and the new file requester is light years better.

Step by Step

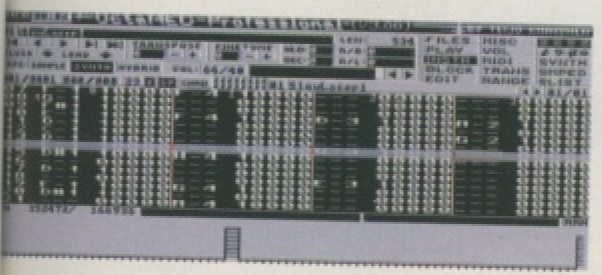
the entered note, in this case C sharp. The number 1 indicates the note's octave because the note C sharp can be played at five places on the keyboard, each one at a higher pitch than the one before.



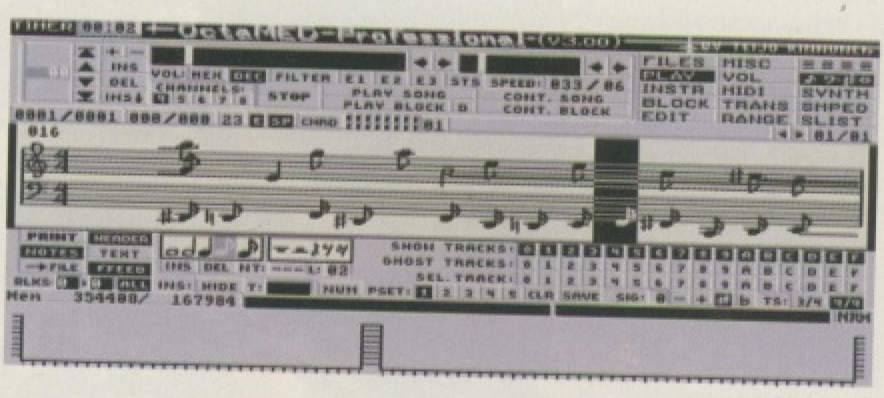
Octave 1 is the lowest.

6 The computer keyboard is laid out like a two-octave piano. The 'Z' key is equivalent to the note 'C', and each successive key is a note higher than the one before. The next keyboard row (from 'A' to '#') is for sharp or flat notes, the same as the black keys on a piano. The whole layout is repeated another octave higher, starting at the letter 'Q', and the number '2'.

7 The first digit of the remaining characters (1) shows the instrument number

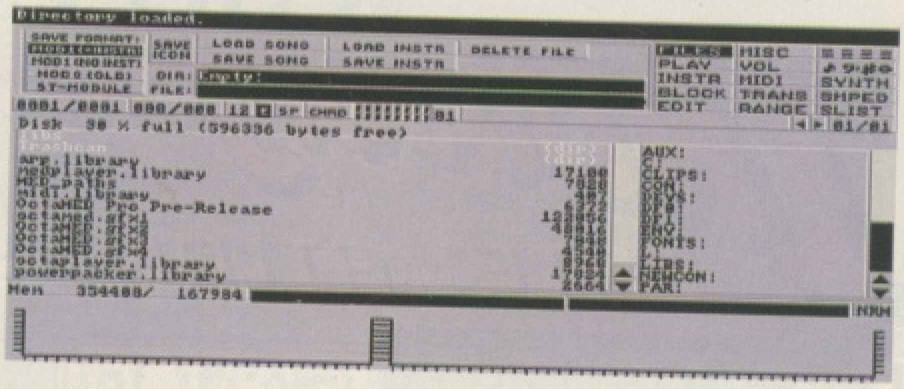


currently used, whilst the last four contain special information about the way that the note is to be played. In our case, 0C08 means play the note at volume 8, (quietly). However, these characters can also specify effects such as slide, pitch bend, and arpeggio.



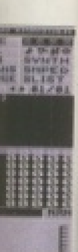
8 The number of blank lines between notes (—- 00000) represents the length of time they'll play for. So, if you want a long note, leave a number of lines.

9 Each of the four note blocks represents a different sound channel and, because the Amiga is capable of stereo, you need to think about the way you want your music to come out of a pair of speakers. Notes entered in the two outside blocks will come out of one side, whilst notes entered in the inside ones will come from the other.



10 As I mentioned, the four blocks are divided into up to 255 lines. A group of four blocks is called a pattern, and a song usually consists of several patterns linked together. Each pattern is numbered and, as you're editing a song, you can move between patterns as each one is completed, adding new ones when necessary. The order in which these patterns play can be specified in the pattern play list, and the beauty of this system is that the same pattern can be made to play several times within a song without having to reenter its notes each time.

That's all there is to it. There are many ways that note entry can be simplified, thanks to *OctaMED*'s advanced editing tools, but the basics are more or less the same as all *Soundtracker* clones: choose an instrument, enter the notes, add any special effects if required, link the created patterns, and save the song. That's it (loud fanfare)! End of story!



sound advice

LET THERE BE MIDI

PART 3



Here at CU Amiga we live in the real world. We know you don't necessarily want to spend vast wodges of cash getting what you want, and we also know that you don't want pages of banal technical detail. So, instead of the usual dreary drivel, here is how you can REALLY start to make some incredible music.

You've already taken the first step – you have an Amiga, and as you should know by now, the Amiga has the best sound capabilities of any home computer. If you know what music you like and what music you don't like, you've already mastered step two. The third step? Easy – it's called MIDI.

On the technical side, suffice to say that MIDI is a Good Thing, possibly one of the best things that's ever happened where musical instruments are concerned.

Here's what MIDI can do:

1. MIDI can help you produce music that actually sounds musical. No talent is required. No piano lessons are needed. Can you click your fingers? You've got rythym!

2. MIDI will allow you to find new and exciting ways of spending large amounts of money on wonderful black boxes with flashing lights and five-pin din plugs.

3. MIDI will open up a new world of glossy monthly magazines for you to choose from.

4. MIDI can make you feel great.

5. MIDI can make your friends and neighbours hate you.

Haven't you always wanted to appear on Top of the Pops, surrounded by dry ice, wearing sun glasses and prodding a huge black keyboard? Haven't you secretly yearned to produce your own album and write obscure messages on the inlay? Don't you just think Kylie Minogue is crap?

THE YEAR OF THE AMIGA

Due to a careless mistake made by Commodore (yup, they're not infallible after all – did someone mention CDTV?), the Amiga was not designed with MIDI ports as standard. This lack of foresight opened the way for the Atari ST to become the most popular 16-bit music computer, which is a bit of a pity.

For a start, the ST's own sound-producing capabilities harked back to the bad old days of the BBC model B and Amstrad CPC (ping, zap, pop). Secondly, expanding them with extra memory, hard drives and faster processors was a pain.

Luckily, things are changing. Musicians are moving away from the ST and looking for new computers to experiment with. The Amiga? Well, partly. Unfortunately, a lot of the poor dumb fools still need to spend more money than they need and buy Macs and PCs. However, a sizeable proportion are discovering that the Amiga isn't the games console they first thought it was. Thanks to this obvious discovery, this year will be a great year for Amiga music.

EXAMPLE SET-UPS

Giving your Amiga MIDI potential is going to cost you. Are you ready for this? Be warned – it may shock you: £14. Considering a game will cost you upwards of £30, a MIDI interface must be the Amiga bargain of the decade.

How much you spend after that is up to you. Here are some example equipment lists, and their approximate prices. Remember – you can get some real bargains in the second-hand market, so halve the price of most set-ups if you don't mind dog-eared instruction manuals.

SET-UP 1: The Beginner
Hardware: Apart from your Amiga, none.
Software: Latest version of *MED*.
Comment: With *MED* you get a four-track, multi-timbral sampling instrument. You can produce good enough music to fool 9/10 people into thinking they're listening to the radio.
Total Cost: Practically nothing.

SET-UP 2: Getting Interested
Hardware: MIDI interface, second-hand MIDI keyboard (e.g. a Casio or Yamaha advertised in local paper).
Software: *MED*
Misc: Simple mono mixer needed to combine Amiga and keyboard.
Comment: Now you can use the Amiga's voices, plus the sounds provided by the keyboard. As a bonus, you can enter *MED*'s notes on the musical keyboard.

MIDI - THE BORING BIT

MIDI stands for Musical Interface Digital Interface, and it's an industry-recognised standard for inter-connecting keyboards, drum machines and computers.

It is an adaption of the old RS232 serial interface, and uses two cables: one to transmit information (the OUT) and one to receive (the IN). Sometimes an extra through port (THRU) is used to echo information to equipment which doesn't need, or can't have, an OUT.

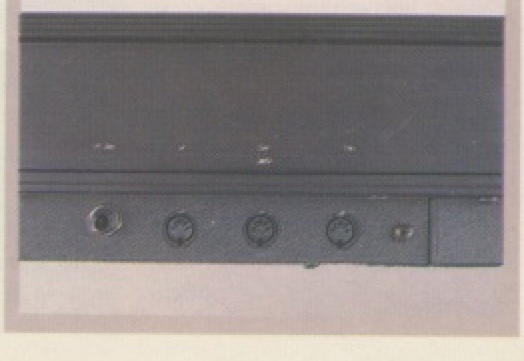
Each time a key on a MIDI keyboard is pressed, the keyboard's internal computer (and they all have computers of differing complexities) sends a packet of information along the MIDI line. This packet consists of a 'note on' message, which is a collection of three bytes – one to say 'this is a note on message', one to say which key was pressed, and one more to say how hard the key was pressed.

If this message is received by another piece of equipment – a sound module, for example – another note in the same key will spring forth. Now, this is clever stuff, because even if your keyboard was a Casio and the sound module was a Roland, everything will still work. If MIDI 'note on' messages aren't enough, you can even send 'note off' ones, too. And if THEY aren't enough, you can control volume, modulation, sustain, aftertouch, stereo pan and a host of other effects which are easier to hear than explain.

Even better, these control messages can be captured by a computer program. Once the messages are in memory they can be chopped and changed until they turn out the way you wanted them in the first place. Most of these programs, called 'Sequencers', will allow you to edit everything in a lovely cross between proper musical notation and an art package. After a few hours use, everything starts to sound frighteningly professional.

You may wonder what's to stop every intrument in the MIDI set-up setting off every other instrument as soon as a single 'note on' message is received. Good point. Each instrument is also given an address, called the MIDI channel, in the range 1 to 16 (or sometimes 0–15). This means that if your drum machine is programmed to respond to channel 16, only data aimed specifically at channel 16 will trigger it.

And that's all there is to MIDI.



sound advice

Total Cost: around £80

SET-UP 3: Definitely Interested
Hardware: MIDI interface, Yamaha PSS790 keyboard
Software: Gadget's *Sequencer One.*
Misc: Mono mixer, headphones.
Comment: Now you can start to add real percussion tracks, as the Yamaha has realistic drum sounds built in. The hundred musical instrument sounds can be processed by a 'vector synthesis' technique and will let you create your own unique sounds, and the headphones will stop the results from annoying your parents.
Total Cost: £220

SET-UP 4: Bitten By The Bug
Hardware: MIDI interface, multi-timbral sound module, velocity sensitive master keyboard.
Software: *Music-X*
Misc: Mono sound mixer.
Comment: A sound module will costs about £100-200, and will sound so good that you'll spend a week just mucking around with the new sounds. Good sound modules to start with include the Roland range of PC32s and PC64 units or the Evolution EVS1 module. The Yamaha QY10 is also worth considering, especially as it has its own integral sequencer for groovin' on the move. A velocity-sensitive keyboard will add incredible expression to your tunes, and need not cost the earth (Roland PC200). Software, such as *MusicX*, is needed before you can tap the full potential of your hardware, although you'll be starting to feel the need for a decent stereo mixer. Don't worry about drums – most synth modules have them built-in these days.
Total Cost: £350

SET-UP 5: In Too Deep
Hardware: MIDI interface, multi-timbral synth module, drum machine, good keyboard. Hard disk for the Amiga.
Software: *KCS, Steinberg*
Misc: Stereo mixer, effects box, loadsa cables.
Comment: Your synth modules will include a Roland Sound Canvas and a custom drum machine. A good keyboard is a must, such as the Roland JX1 which is currently available at a bargain price of £300. The JX1 is velocity sensitive and has a most triumphant selection of presets instruments on board, including an excellent piano and the sexiest saxophone imaginable. An effects box (echo, reverb, flange, chorus) will prevent your mixes from sounding dry and adds a really professional touch. By this time your bedroom has no room for a bed in it anymore.
Total cost: £1000.

SET-UP 6: Good Enough (For The Moment)
Hardware: As set-up 5, but with the inclusion of a decent power amplifier, speakers and practice room. Playing at any volume through your home Hi-Fi is going to damage the speakers, never mind your family life. More keyboards are also required: a Korg M1, Wavestation, Yamaha SY77 or Ensoniq will do nicely, thank you.
Software: KCS, Steinberg
Wetware: Vocalist, guitarist, roadie.
Misc: Stereo mixer, rack mounting effects, a gig.
Comment: Now you're ready. All you need are a few posters around town, and your first gig on the long road to stardom awaits. The more expensive keyboards will have on-board sequencers which you can use as well as (or instead of) your Amiga. Amiga's are a little fragile for gigging, and although you may think Guru Meditations are bad at the best of times, you haven't lived until you see one in the middle of your first set.
Total cost: £2000+

NICE KIT : THE ENSONIQ SQ1PLUS **The Ensoniq SQ1Plus is a piece of MIDI hardware which dreams are made of. It may look like any other keyboard, but this piece of American technology has some incredible sounds and features buried within it.**

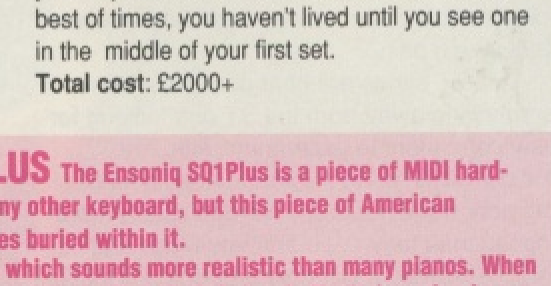
For starters, how about a 16-bit sampled piano which sounds more realistic than many pianos. When you start experimenting with settings and add some of the built-in digital sound effects (reverb, chorus, distortion, revolving speaker, overdrive and so on) you can perform an impressive rendition of an electric grand piano underwater in a spinning Albert Hall.

The SQ1Plus is 8-voice multi-timbral, which means there can be eight completely different voices playing at once. With 21-note polyphony, you can be playing chords with the piano over a string quartet backing track (with guest trombone player) and still have room for two of three full drum kits and orchestral blasts.

Drum kits? Yup, the SQ1 has twenty sets of incredibly realistic drum sounds. The drum sounds all have different positions in the stereo field to give your sounds extra 'space'. If you want more sounds (to the 100 built in, and 80 you can create) simply plug in a ROM card. Ensoniq call the SQ1 a music workstation, and it's not hard to see why. It comes complete with an 8-track, multi-song digital sequencer, and you could turn up at a gig with only the SQ1 under your arm and perform anything from a piano recital to a rave.

The price of all this technical mastery? A mere £1349, but before you choke, look at it like this:

A superb velocity sensitive keyboard, £300.
A superlative eight-voice, 21-note polyphonic, fully programmable, multi-timbral synthesizer, £800.
A 16-bit sampled piano module, £300.
A 24-bit multi-effect digital sound processor, £300.
An 8-track, 58,000 note digital sequencer, £100.
A 20 kit stereo drum machine, £200.



Total: £2000. Seems a bit more reasonable, doesn't it?

LET THERBE

PART 4

Letting other people hear your work is an essential part of musicianship. Even if they puke on the spot, the feedback they supply can be useful. Don't worry if your friends and family don't appear to like what you're doing – most will just be jealous! Find someone with similar musical tastes to yourself and play them a demo. If you're feeling brave, don't tell them you've created it yourself and see their reaction. It can be a wonderful experience if they say "What? You really did this yourself? Pull the other one!"

Getting electronic instruments onto tape is relatively straightforward. To record just your Amiga, connect the audio output directly into the line-in sockets (the RCA phono plugs) of your Hi-Fi cassette deck. If you're recording other instruments, too, you'll need a mixer of some description. Mono mixers work well (and cost little – less than £20), but a stereo mixer will add real control to your work. Plus, playing with the

A Amplifier. Most of the time you can use a normal Hi-Fi amplifier to hear your tinkling. If you want to play loud, you'll need a special power amp and monitor speakers.

B Bars and Pipes. One of the most original and Amiga-ised music sequencers.

Beat. One, and two, and three, and four...

Bend. A pitch bend wheel will provide a clever way of adding extra expression to a sound. Used correctly, very good guitar sounds can be generated.

C Controller. A MIDI control is a special control signal which can alter a

THE PRICE IS RIGHT

If the price of musical equipment puts you off, here are some guidelines to help you out.

1. Check local papers for second-hand bargains.
2. Look through the music magazines for special offers.
3. Don't go into a shop and buy the first keyboard that sounds nice. You may end up with something that you didn't really want. Do you really need a keyboard, when a module will do just as well?
4. Music equipment keeps its value quite well. Most shops will give you a generous trade-in allowance on kit you have grown out of.

ERIBE RECORD DEALS

Pan control (sweeping sounds from left to right across the stereo image) is great fun.

The output from a mixer can be fed into your Hi-Fi as per normal. If you record your songs onto a decent quality audio cassette, the quality should be good enough for that Last Step. You don't need a four-track cassette deck (Tascam, Fostex) unless you want to add live drums, and vocals on top. To be on the safe side, borrow a DAT recorder (or buy one – they can be bought for £400 these days) and record everything on that.

Once you're happy with your music, the Last Step can be realised – making your own record. There are two ways to go about this: get a big record label interested, or DIY. If you plump for the latter, you can get 1000 CD albums mastered for about £1 each. Old fashioned 45 singles will cost about 40p each, and 12-inch records and albums will cost somewhere in between. Bear in mind that you'll need to buy (and also try to sell) at least 1000 before publishing companies become interested.

specific quality of a note, such as its volume or position in the stereo field.

Chorus. An audio effect which 'fattens' a sound by adding slightly out-of-tune copies to it.

D Delay. Delay can add an echo to a sound, or just give it more depth.

E Expander. Another name for a synth MODULE.

F Flange. A neat audio effect which adds a weird 'wave' noise as though you're opening and closing your mouth whilst humming nasally... no, I give up, I can't describe it. It sounds good any way.

G *Gadjit's Sequencer One* - a good entry level sequencer.

Group. Many synths organise different voices together as groups. Usually only one group (composed of about 8 voices) can be played at once.

H Holiday Music. A useful music shop - 081 558 2666.

I I like MIDI (pathetic – Ed).

J Juno 6. A classic synth from Roland – one of the first polyphonic keyboards with MIDI.

K Keyboard. Even if you can't play a tune, a musical keyboard provides a quick and easy way of getting notes into a sequencer.

L LFO. Low Frequency Oscillator, part of the synth which adds vibrato or tremelo.

M MIDI. Musical Instrument Digital Interface.

Module. Basically a synth without a keyboard. If you already have a keyboard, why pay for another one? Most manufacturers produce a version of their top keyboards in module (or rack mount) form.

Multi-trimbral. More than one voice at a time.

N Noise. White noise is a mixture of all possible frequencies and sounds like static.

O Oscillator. An electronic circuit which generates waves, usually audio tones.

P Polyphonic. More than one note at once.

Preset. A preprogrammed sound.

Programmable. If a synth is programmable, you can create your own sounds from scratch. Compare with a preset-only keyboard.

Q Quantize. If your timing is like mine, it's slightly... off. The quantize option in most sequencers will tidy up bum notes.

R Reverb. By delaying a sound, and mixing it with the original you can create the feeling of a huge concert hall.

S Synthesizer. A musical instrument which imitates real sounds electronically. Most modern synths use a technique called 'Sample and Synthesis' to create their sounds. By combining the attack waveforms from real instruments (piano, string, voice) with the usual synth generated tones, some startlingly realistic sounds can be created.

Sequencer. A way of recording, editing and playing back a song. The sequencer can be running on a computer, or built into a workstation.

T Tempo. The speed of a piece of music.

U U2. Irish rock group (desperate, very desperate – Ed).

V Velocity. If a keyboard is Velocity sensitive, it will get louder the harder you press the keys.

VCO. Voltage Controlled Oscillator – a vital part of a synth.

VCF. Voltage Controlled Filter – likewise.

VCA. Voltage Controlled Amplifier - lots of these V ones, aren't there?

W Workstation. Keyboards such as the Ensoniq SQ1plus have a full synth, drum kit and sequencer built-in, and are called Music Workstations. Soon workstations will appear with automatic CD pressing facilities.

X The letter which appears on a MIDI implementation chart (a list of MIDI features supported by a particular instrument) which indicates that a particular function or controller is not supported. Usually beside the one the want the most.

Y Yamaha SY77. Yum, yum, yes please.

Z Zoom. The make of good effects box.

Zone Distribution. Get your MIDI software here! 081 766 6564.

MUSIC TO PLAY BY

The arrival of the Amiga brought with it new, improved games with better sound than anything heard before. What's more, it just keeps getting better. Here's the essential Amiga Game Top Ten, Pop-Pickers (in no certain order)...

1. Xenon II - Mirrorsoft
2. Project X - Team 17
3. Killing Game Show - Psygnosis
4. Ghouls'n'Ghosts - U.S. Gold
5. LED Storm - U.S. Gold
6. Beast II - Psygnosis
7. Warhead - Activision
8. Monkey Island - Lucasfilm/U.S. Gold
9. First Samurai - Mirrorsoft
10. Robocop III - Ocean

This report has been brought to you by:

Darren James – Samples and Sampling
Mat Broomfield – Octamed / Noisetracker stuff / KCS
John Kennedy – Midi / Ensoniq / Other bits
Nick Veitch – Not a lot really

Special thanks to Dave Bessell and all at Argents for trusting us with some very expensive hardware and even supplying their own kettle lead.

Media Direct 0782 208228

AMIGA 500 PACKS



Now includes free 0.5 Mb up-grade

Excellent value at only **£399.99**

All our Amiga's are UK specification and come complete with the following:—

Amiga Pack 1 *(Classic Pack)*
512K random access memory
Built-in disk drive
4096 colour graphics
4 channel stereo sound
Kickstart 1.3
Workbench 1.3
Extras 1.3 and tutorial disk
Amiga mouse
TV modulator
Power supply unit
A500 keyboard

Bart Simpson
Captain Planet
Deluxe Paint III
and 'game of the year' Lemmings

We also give you:—
Mouse mat and pocket dust cover, 10 blank disks and box, Quickshot Python, 1 joystick.

Plus
10 more Great Games
Football Manager
Hotshot
Las Vegas
Flight Path 737
Fireblaster
Karting Grand Prix
Thai Boxing
Seconds Out
Mouse Trap
Plutos

Amiga Pack 2
(Classic Pack Plus)
As Pack 1 but also includes the Cumana CAX354 external disk drive — **£454.95**

Amiga Pack 3
(Classic Printer Pack)
As Pack 1 but includes the Star LC200 full colour printer — **£604.95**

Amiga Pack 4
(The Ultimate Pack)
As Pack 1 but includes Star LC200 colour printer plus Philips CM8833/II stereo colour monitor — **£834.95**

Amiga Pack 5
(Educational Pack)
As Pack 1 but includes a selection of educational software:—
Spell Book (ages 4-9)
Things to do with words (ages 5-12)
Things to do with numbers (ages 5-10)
Let's spell at the shops (ages 4-10)
Let's spell at home (ages 4-10)
Let's spell out and about (ages 4-10)
Puzzle Book 1 (5 to adult)
Puzzle Book 2 (5 to adult) — **£499.95**

Amiga Pack 6 *(Gamers Pack)*
As Pack 1 but also includes some of the hottest games:—
F29 Retaliator,
F19 Stealth Fighter,
Lotus Esprit Turbo Challenge,
Swiv (Silkworm II),
Flight of the Intruder. — **£479.95**

PRINTERS

All our printers are UK specification and are covered by a 12 months warranty. All the prices include a printer lead and a tailored dust cover.



Star LC-20 *A popular low cost Mono Printer*
Multiple font options from front panel
Excellent paper handling facilities
Simultaneous, continuous and single sheet stationery
240x240 DPI graphics — **£149.95**

Star LC 24-10
24 Pin Version of LC10
Excellent letter quality print
360x360 DPI graphics
8 resident fonts
Additional font cartridges available — **£214.95**

Star LC200 Colour Printer
An excellent value for money Colour Printer
240 DPI 9 pin colour
Front panel pitch selection
Push/pull tractor feeds
Reverse paper feeds
16K buffer
8 resident fonts
Supplied with colour and mono ribbons
Front panel programmable
Paper park with auto single sheet loading — **£204.95**

Star LC24-200 Mono Printer
80 column dot matrix printer
7K buffer expandable to 39K
10 resident fonts
Paper park with auto single sheet loading
Supplied with mono ribbon
Faster than LC24-10
Extra font cartridges available
Front panel pitch selection
Programmable from front panel — **£249.95**

Star LC24-200 Colour Printer
360 DPI 24 pin colour printer
30K buffer expandable to 62K
10 resident fonts
Front panel pitch selection
Reverse paper feed
Paper park with auto single sheet loading
Supplied with colour and mono ribbons
Front panel programmable
Extra font cartridges available — **£294**

Ciizen 120D+
A very popular low cost mono printer centronics/ RS232/CBM 64 serial. Please specify interface when ordering (two year warranty) — **£144**

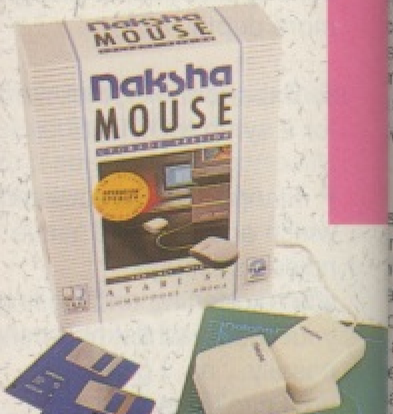
Citizen 124D 24 pin Mono Printer
8K buffer expandable
Push and pull tractor feeds
3 fonts with excellent letter quality
(two year warranty) — **£204**

Citizen Swift 9 pin Colour Printer
8 K buffer
240x240 DPI colour graphics
Push and pull tractor feeds
Excellent print quality
(two year warranty) — **£224**

Citizen Swift 24 pin Colour Printer
European Printer of the Year 1990
24 pin version of the 9 pin colour printer
360x360 DPI colour graphics
Push and pull tractor feed — **£314**

PERIPHERALS

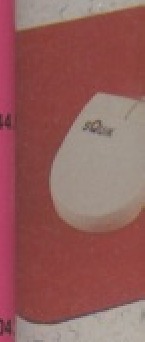
We stock a large range of peripherals, all of the highest quality. If you can't see the one you require please give us a call to see if we stock it.



Mice and Trackballs

Naksha Upgrade Mouse
Amiga/Atari switchable
Simply the best
280 DPI resolution
Ergonomic design
Smooth precise operation
2 years guarantee
Free mouse mat
Free mouse pocket
Now includes
Operation Stealth from US Gold. Only — **£22**

Mouse
cost Amiga/A
cement mou
DPI resolution
th slick oper



a Trackball b
nable betwee
miga with th
hust be the b
trackball ava
y

rs
aksha Scan
e Amiga A50
PI 32 grey s
eld scanner
ge includes:
a hand scan
nterface
supply unit
can professi
e "The Ultim
r Software".

xpansion Board
A500 0.5 M
sion board
ses memory
technology
cement for A
sion
minutes
switch.
Version.

1.5 Mb RA
sion
need more r
his board is f
an extra 1.5
o your mach
a total of 2 M
ete with cloc
ar. Uses the
logy DRAMS
consumption
s guarantee.
es Kickstart
Easily fitted in
der your A50
es no solderi
of your A500
hoved for fitti
n" Connecto

service avail
for details

RAM 500 RX
y expansion
2, 4, or 8 M
r Amiga 500
ters

GOVERNMENT, TRADE AND EDUCATIONAL ORDERS WELCO

Media Direct 0782 208228 — Qua

DISKETTE STORAGE BOXES

All our storage boxes come with anti static lid, two keys and dividers where applicable



3.5" 100 capacity box	£5.95
3.5" 80 capacity box	£5.45
3.5" 50 capacity box	£4.95
3.5" 40 capacity box	£4.45
5.25" 100 capacity box	£5.95
5.25" 50 capacity box	£4.95

Offer
Deduct £1.00 from above box price if purchasing a quantity of diskettes. (Min 25 disks).



5.25" or 3.5" 10 capacity boxes

1	£0.95
5	£4.50
10	£7.95

Stackable Storage Boxes
These boxes are ideal for the person who requires an alternative to the standard style box or who has a large number of disks to store.



Posso Box
The Posso box holds 150 3.5" diskettes or 70 5.25" diskettes and can be stacked horizontally or vertically. £16.45

Please state 3.5" or 5.25" version when ordering

Bulk Storage Box
Ideal for bulk storage of diskettes, each box can hold upto 250 3.5" diskettes

1	£22.95
3+	£21.95
5+	£20.95

Banx Box
Stacks horizontally and vertically and can hold upto 90 3.5" diskettes



1	£9.00
3+	£8.50
5+	£8.00

JOYSTICKS

Speedking Standard	£9.95
Speedking Autofire	£10.95
Speedking Sega Megadrive	£10.95
Navigator	£13.95
Sting Ray Standard	£14.95
Sting Ray Autofire	£15.95
Sting Ray Sega Megadrive	£ .
Manta Ray Standard	£12.95
Manta Ray Autofire	£14.95
Manta Ray Sega Megadrive	£14.95
Zipstick Standard	£11.95
Zipstick Autofire	£13.95



Competition Pro 5000 Black	£11.95
Competition Pro 5000 Clear	£11.95
Competition Pro Glo Extra	£13.95
Competition Pro Extra	£13.95
Competition Pro Star	£13.95
Python 1 Turbo III (QS137F)	£9.95
Python 3 Sega Megadrive	£9.95
Apache 1 (QS131)	£6.95
Flightgrip 1 (QS129F)	£8.95
Maverick 1 (QS138F)	£13.95
Chimera 3 Sega Megadrive (QS140)	TBA
Intruder 1 (QS149)	TBA
Intruder 3 Sega Megadrive (QS150)	TBA
Aviator 1 (QS155)	TBA
Aviator 3 Sega Megadrive (QS156)	TBA

ACCESSORIES

All our accessories are of the highest quality

General

Mouse mat	£2.50
Mouse pocket	£1.50
3.5" disk drive cleaner	£1.95
5.25" disk drive cleaner	£1.95
Atari dust cover	£3.95
Amiga dust cover	£3.95
Star LC10 dust cover	£5.95
Star LC24-10 dust cover	£5.95
Star LC200 dust cover	£5.95
Star LC24-200 dust cover	£5.95
2 piece printer stand	£5.95
Tilt 'n' turn monitor stand	£12.95
Monitor plynth	£19.95

Switches and Cables

Monitor Cables

Amiga to CBM 1084S monitor cable	£9.95
Amiga to Philips CM8833 cable	£9.95
Amiga to scart cable	£9.95
Amiga to Hitachi/Granada 7 pin din	£9.95
Amiga to multisync 15 pin 3 row plug	£9.95
Amiga to multisync 15 pin 3 way socket	£9.95



Data/Printer Cables

Parallel printer cable	£7.95
36 way to 36 way centronics cable	£7.95
25 way D-type male/male cable	£7.95
25 way D-type male/female cable	£7.95
25 way D-type fem/fem cable	£7.95

Data Switches

2 way parallel data switch	£12.95
2 way serial data switch	£12.95
3 way parallel data switch	£17.95
4 way parallel data switch	£22.95

Miscellaneous

Amiga 4 player adapter	£6.95
Atari 4 player adapter	£6.95
Mouse/joystick switcher	£12.95
Mouse/joystick extender cable	£5.95

PRINTER RIBBONS

We stock a large range of ribbons. If you can't see your particular type listed then please phone us for a quote.

Star	1	5
LC10 mono	£2.95	£13.25
LC10 colour	£5.95	£26.75
LC24-10 mono	£4.95	£22.25
LC200 mono	£5.50	£24.75
LC200 colour	£10.95	£49.25
LC24-200 mono	£4.95	£22.25
LC24-200 colour	£11.95	£53.75
Citizen 120D		
Mono	£3.29	£14.80
Citizen Swift 24 mono	£3.29	£14.80
Citizen Swift 9 mono	£3.29	£14.80
Citizen Swift 24 colour	£11.95	£53.75
Citizen Swift 9 colour	£11.95	£53.75

EDUCATIONAL SOFTWARE



Spell Book (ages 4-9)
Things to do with words (ages 5-12)
Things to do with numbers (ages 5-10)
Let's spell at the shops (ages 4-10)
Let's spell at home (ages 4-10)
Let's spell out and about (ages 4-10)
Puzzle Book 1 (ages 5-adult)
Puzzle Book 2 (ages 5-adult)

BOOKS

We stock a large range of Abacus books suitable for advanced programmers as well as beginners



Advanced system programmers guide
Amiga 3D graphics basic programming
Amiga basic inside and out
Amiga C advanced programmers guide
Amiga C for beginners
Amiga DOS inside and out
Amiga DOS quick reference
Amiga desktop video guide
Amiga disk drives inside and out
Amiga for beginners
Amiga machine language
Amiga printers inside and out
Amiga system programmers guide
Best Amiga tricks and tips
Making music on the Amiga

CON



Official UK Ver
ncluding Altere
and Joypad

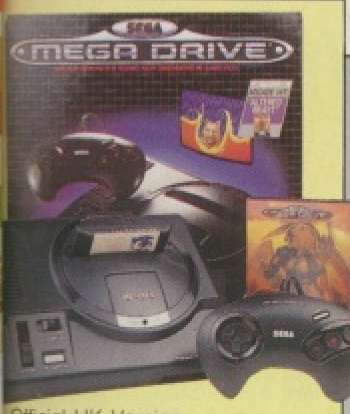
drive Software
burner II
ed Beast
Kidd
ld Palmer Golf
v Flash
e Squadron
ocan
mns
kdown
erball
Tracey
mite Duke
otten Worlds
Ground
stbusters
ls 'n' Ghosts
en Axe
og Zwe
s Pond
ouglas Boxing
Madden U.S.
Battle
ey Mouse
ter Lair
derboy III)
walker
c Defender
Golf Tour
tasy Star II
lus
o III
nge of Shinobi
ow Dancer
the Hedgeho
e Harrier II
Hang On
League Base
Monaco G.P.
Real Basketb
Thunderblade
of Sodan
of Vermillion
derforce II
Hawk
Cup Italia '90
Golf
sia
rman

rive Accessories
le power stick
/video cable
ol pad
r base convert

VERN

Quality and Value Direct to You

CONSOLES



Official UK Version
including Altered Beast
and Joypad

ONLY £119.95

Sega Game Gear



Official UK Version

ONLY £94.95

adrive Software

rburner II	£27.95
red Beast	£27.95
Kidd	£24.45
old Palmer Golf	£27.95
w Flash	£27.95
e Squadron	£31.45
ocan	£31.45
umns	£24.45
ckdown	£27.95
erball	£27.95
Tracey	£31.45
amite Duke	£27.95
at	£27.95
gotten Worlds	£27.95
Ground	£27.95
stbusters	£27.95
uls 'n' Ghosts	£35.45
den Axe	£27.95
zog Zwe	£27.95
es Pond	£31.45
Douglas Boxing	£27.95
Madden U.S. Football	£31.45
Battle	£27.95
key Mouse	£31.45
ster Lair	
nderboy III)	£27.95
nwalker	£27.95
tic Defender	£27.95
Golf Tour	£31.45
ntasy Star II	£46.95
ulus	£31.45
bo III	£24.45
enge of Shinobi	£27.95
dow Dancer	£27.95
c the Hedgehog	TBA
e Harrier II	£27.95
er	£34.95
er Hang On	£27.95
er League Baseball	£27.95
er Monaco G.P.	£27.95
er Real Basketball	£27.95
er Thunderblade	£27.95
rd of Sodan	£31.45
rd of Vermillion	£39.45
derforce II	£27.95
Hawk	£27.95
d Cup Italia '90	£24.45
Golf	£31.45
n	£24.45
asia,	TBA
erman	£31.45

drive Accessories

de power stick	£32.95
o/video cable	£6.95
rol pad	£12.95
er base converter	£27.95

Game Gear Software

Columns	£16.95
Pengo	£16.95
Psychic World	£16.95
Putter Golf	£16.95
Super Monaco G.P.	£16.95
Wonder Boy	£16.95
Woody Pop	£16.95
Dragon Crystal	£19.95
Donald Duck	£19.95
G. Loc	£19.95
Golden Axe	£19.95
Mickey Mouse	£19.95
Ninja Gaiden	£19.95
Outrun	£19.95
Space Harrier	£19.95
Shinobi	£19.95
Baseball	TBA
Frogger	TBA
Joe Montanna Football	TBA
Kinetic Connection	TBA
Talot	TBA

Game Gear Accessories

AC mains adaptor	TBA
AV cable	TBA
Car lighter adaptor	TBA
Game Gear to Game Gear cable	TBA
Game Gear TV tuner	TBA
Rechargable battery pack	TBA



Atari Lynx

Atari Lynx Console with mains adaptor and California Games	£119.95
Atari Lynx Console with mains adaptor	£94.95
Atari Lynx Console	£74.95

Atari Lynx Software

A.P.B.	£23.95
Blockout	£23.95
Blue Lightening	£23.95
California Games	£23.95
Chess Challenge	£23.95
Chips Challenge	£23.95
Electrocop	£23.95
Gates of Zendocon	£23.95
Gauntlet III	£27.95
Klax	£23.95
MS Pacman	£23.95
Ninja Gaiden	£23.95
Pacland	£23.95
Paperboy	£23.95
Rampage	£27.95
Road Blasters	£23.95
Robo Squash	£23.95
Rygar	£23.95
Shanghai	£23.95
Slime World	£23.95
Turbo Sub	£23.95
Warbirds	£23.95
Xenophobe	£23.95
Zaylor Mercenary	£23.95

Atari Lynx Accessories

Car Lighter Adaptor	£9.95
Sun Screen	£6.95
Carry Pouch	£9.95
Kit Bag	£14.95
Mains Adaptor	£12.95

It's not possible to list all Console Software as we hold large stocks. Please ring for latest releases and prices.

THIS MONTHS SPECIALS

OFFER 1
CUMANA EXT. DRIVE PLUS 512K RAM EXP.
~~£86.90~~ £84.95

OFFER 2
ACCESSORY PACK
MOUSE MAT, MOUSE POCKET, DISK CLEANING KIT, DUST COVER
~~£9.90~~ £7.99

OFFER 3
CUMANA EXT. DRIVE PLUS XCOPY PRO
~~£94.90~~ £89.95

OFFER 4
CUMANA EXT. DRIVE PLUS BLIT-A-COPY
~~£91.95~~ £89.95

OFFER 5
200 3.5" DSDD + 2 100 CAP BOXES
~~£76.95~~ £74.95

HOW TO ORDER

☎ 0782 208228

✉ BY POST

Make cheques and postal orders Payable to MEDIA DIRECT, Please send this together with your name and address, daytime telephone number if possible and your order requirements, to:—

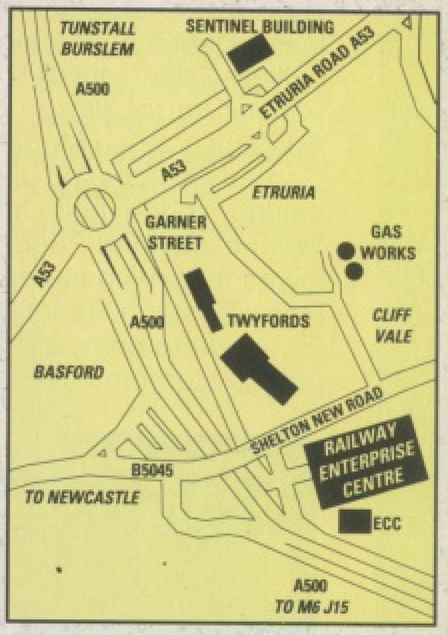
**MEDIA DIRECT COMPUTER SUPPLIES LIMITED
DEPARTMENT 6502
UNIT 3, RAILWAY ENTERPRISE CENTRE
SHELTON NEW ROAD, STOKE ON TRENT
STAFFORDSHIRE ST4 7SH
FAX: 0782 281506**

Carriage charges
Please add £3.35 per order for postage and packing.
£5.00 for orders over £150.00
Software and cartridges £1.25 per item
Guaranteed TWO Day delivery £6.95
Guaranteed NEXT Day delivery £9.00

Remember!!! Remember!!! Remember!!!
Media Direct are a well established company with a reputation for its quality and service. A point to consider before purchasing your computer goods. So why not buy from us and put our reputation to the test.

All stocks, offers are subject to availability and to being the latest advertised packs and prices.
(Pack details may vary from time to time) E&OE

HOW TO FIND US



Come and visit our showroom where these and many other products are on display.

MEDIA DIRECT

Media Direct Computer Supplies Ltd
Unit 3 Railway Enterprise Centre
Shelton New Road, Stoke on Trent
Staffordshire ST4 7SH

OVERNMENT, TRADE AND EDUCATIONAL ORDERS WELCOME

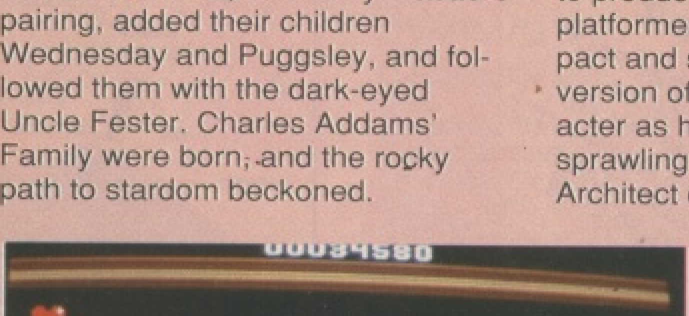
THE ADDAMS





IN THE BEGINNING ... In 1937, struggling artist Charles Addams, bored with the 'clean' cartoon strips dominating America's newspapers, set about creating his own 'different' style of strip to add a little bite to the bland stories appearing in the dailies. Taking spoof characters from popular horror films of the day, Addams created Morticia and Gomez Addams, a suitably macabre pairing, added their children Wednesday and Puggsley, and followed them with the dark-eyed Uncle Fester. Charles Addams' Family were born, and the rocky path to stardom beckoned.

Now, after languishing in Channel 4's archives for years, what originally lost out to its upstart rival, The Munsters, is big business. Gomez and Co. have hit the silver screen in what US pundits are predicting will 'do more business' than Terminator II, and, as can be expected, Ocean were there to lead them by the claw over to the Amiga. And, in the quest to produce the perfect Mario-stye platformer, the game stars a compact and suitably moustachioed version of Raul Julia's Gomez character as he explores the family's sprawling, platform-filled house. Architect of the massive building is James Higgins, whilst its decoration is in the hands of Warren Lancashire and Simon Butler – meanwhile, Jonathan Dunn is the guy responsible for the game's tunes and eerie effects. In addition, dropping by to add comments to the game's development is Software Manager, Gary Bracey, who asides with the odd quip and idea. 'We wanted to go with the Mario idea ages ago,' he says as Gomez scampers across one of the game's hidden bonus screens, 'and we thought that this would be the



Mario-style nasties abound in the mansion, with large swinging balls coupled with axe-spitting demons. Most creatures can be jumped on and killed, but anything else must be avoided.

CURSE OF THE ADDAMS FAMILY...

In keeping with their ooky, spooky origins, a curse is supposed to hang over anything related to The Addams Family. Although the series was one of the most popular of its time, the actors responsible for bringing Lurch, Morticia and Co. to life were set to befall personal tragedies, with death, poverty or drug addiction hitting the assorted actors and actresses, and type-casting limiting their future work. The same was apparently true of the movie, too, with massive set-backs to the film's production causing the Director to suffer a nervous breakdown, and sending the film massive behind schedule.



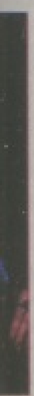
FAMILY



perfect setting for it.' True enough, with the building's dark rooms contain enough ghoulish sprites and creatures to keep Anjelica Houston's Morticia 'Blissfully Unhappy'.

HOUSE PARTY The Mario setting plays host to a scenario which is far removed from that of the film. Whereas the film followed the Addams' fortunes as they were evicted from their gloomy house, the game sees Gomez searching the huge, eight-way-scrolling play area in search of his kidnapped family. An evil developer has locked away Granny, Puggsley, Wednesday, Fester, and Morticia in the building's five wings, and the individual rooms within each wing must be negotiated before a showdown with a larger guardian. 'There are five game areas,' starts James, 'and Gomez can enter them in any order via a hallway section at the start of the game. These then open out into the key areas, such as the garden, the kitchens, and the dungeons.' So how does the Mario element come into play? 'Well, each area is inhabited by area-related nasties – big birds in the gardens, or mutants in the dungeons, for instance – and these sap Gomez's health if he touches them. But – ta-da! – by jumping on them, he can put them out of action for good,' he continues.

JUST LIKE THAT Not only that, though, but all the little touches which make Mario such a winner seem to have been added to the relatively humble Amiga. 'We started work on the Amiga game but had to stop halfway through to produce a Famicom version,' James says. 'However, after that we came back to the Amiga game and saw a number of ways to improve it. For instance, Gomez can jump higher using mini-trampettes, or fly past previously inaccessible areas using his Fez-Copter (a 'Tommy Cooper'-style hat with enough power to lift him off the ground). We also concentrated on adding inertia and getting control over the main sprite.'



The only thing missing from the Amiga version is parallax scrolling, but everything else is identical to the Famicom game. As well as the rescue mission, Gomez can collect dollar bills to add energy points to his supply or even buy extra lives. The game is currently entering the later stages of play-testing and everyone at Ocean - Bracey in particular – are very excited about it. 'We reckon it's the closest you'll ever get to Mario on the Amiga', he enthuses. It's a big claim, but Bracey will have you Addams and Eve it...



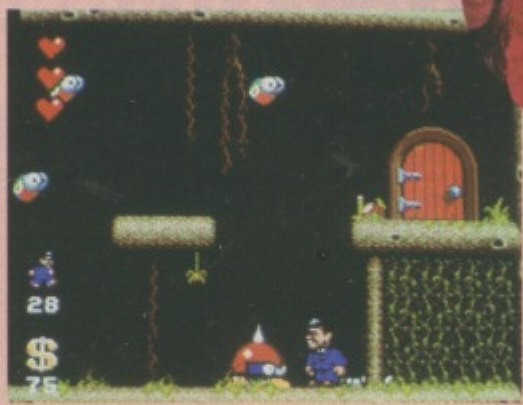
Areas, such as the Kitchen and the Garden, contain secret, bonus-filled areas – ripe for the plundering.



Larger 'Boss' creatures guard the kidnapped family, and must be defeated before Puggsley and Co. can go free.



For every twenty-five dollars Gomex collects, he receives an extra energy point.



As in Mario, some of the creatures have protection against Gomez's jumping japery.

MEET THE FAMILY

Starting life as a series of comic strips, The Addams Family's morbid humour was ideal for conversion into a TV programme. Whilst casting the film, the producers had set ideas as to who they wanted to play the parts. Raul Julia was selected for the Gomez role after he had impressed Paramount with his part in Kiss Of The Spiderwoman, and for the dark and elegant Morticia, both Cher and Anjelica Houston were considered. Houston won out, though, leaving just the last major role of Uncle Fester to fill. Somewhat surprisingly, the role of the short and stocky miscreant went to Christopher Lloyd, who was famed for his part of 'Doc' in the Back To The Future films, and is both tall and thin – a complete contrast to Fester. However, make up prevailed and Lloyd was duly transformed into a superb-looking Fester who mirrored Charles Addams' original concept perfectly.



Evesham Micros

JOINT WINNER OF COMPUTER SHOPPER'S
'Best Customer Service'
- AWARD FOR 1991 -

PRICES INC.DELIVERY & VAT @ 17.5%
Express Courier Delivery :
(UK Mainland Only) £6.50 Extra

HERE TODAY ~ HERE TO STAY

Evesham Micros First. First for choice, prices and service. Established for over eight years, with a strong financial status and secure future. Our Computerised Telesales Order Processing investment means fast, efficient service. Well appointed Retail Showrooms with large product range on display. Our huge Customer database, high percentage of repeat custom and personal referrals underlines our popularity. *REMEMBER* - when you need us, we will still be here. Our extensive expansion program means we could eventually be there as well ...

HOW TO ORDER.....

Call us now on
0386 765500
TELESALES OPENING TIMES :
9am - 7pm Monday-Friday
9am - 5.30pm Saturday

Send Cheque, Postal Order or ACCESS/VISA card details to:

Evesham Micros Ltd.
Unit 9, St Richards Road
Evesham, Worcs. WR11 6XJ

ACCESS / VISA
Cards Welcome

Government, Education & PLC orders welcome
Same day despatch whenever possible
Express Courier delivery (UK Mainland only) £6.50 extra
Please note that 5 banking days must be allowed for cheque clearance. Immediate clearance on Building Society cheques or Bank Drafts.

Mail Order Fax: **0386-765354**

RETAIL SHOWROOMS

Unit 9 St Richards Road, Evesham
Worcestershire WR11 6XJ
☎ 0386 765180
fax : 0386 765354
Open Mon-Sat., 9.00 - 5.30

5 Glisson Rd, Cambridge CB1 2HA
☎ 0223 323898
fax : 0223 322883
Open Mon-Fri, 9.30-6.00 & Sat, 9.30-5.30
Corporate Sales Dept. ● *IBM dealer*

251-255 Moseley Road,
Highgate, Birmingham B12 0EA
Tel: 021 446 5050 • Fax: 021 446 5010
Open Mon-Sat, 9.00-5.30
Corporate Sales Dept • Easy Parking

NOW OPEN
320 WITAN GATE
MILTON KEYNES MK9 2HP
☎ 0908 230 898
fax : 0908 230 865
Open Mon-Sat., 9.00-5.30

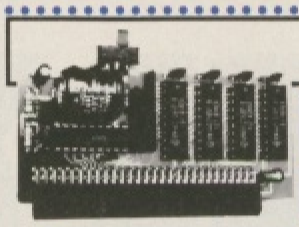
TECHNICAL SUPPORT ☎ **0386-40303**
Monday to Friday, 10.00 - 5.00

12 MONTHS WARRANTY ON ALL PRODUCTS

All details correct at time of going to press • All goods subject to availability

AMIGA 500 SOLDERLESS RAM UPGRADES

512K RAM/CLOCK UPGRADE



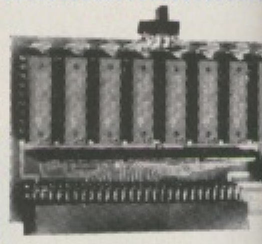
ONLY £24.99
INC. VAT AND DELIVERY

ALSO AVAILABLE WITHOUT CLOCK FOR ONLY :
£19.99

☆ DIRECT REPLACEMENT FOR THE A501 EXPANSION ☆ CONVENIENT ON / OFF MEMORY SWITCH ☆ AUTO-RECHARGING BATTERY BACKED REAL-TIME CLOCK ☆ COMPACT UNIT SIZE : ULTRA-NEAT DESIGN

NEW • NEW • NEW • NEW • NEW
'A500 PLUS' 1MB RAM UPGRADE
NEW • NEW • NEW • NEW • NEW

THE *FASTEST* AND EASIEST WAY TO UPGRADE YOUR A500+ TO 2MB RAM!
Simply Plugs into trapdoor expansion area ☆ Increases total RAM capacity to 2Mb 'ChipRAM' ☆ RAM On/Off Switch ☆ Compact unit size ☆ Only 8 low power RAM IC's ☆ High reliability

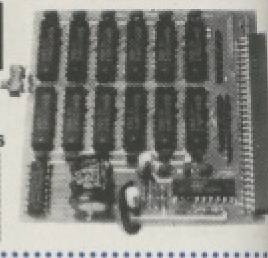


ONLY £44.99

1.5MB RAM BOARD

UPGRADE TO 2MB FOR ONLY £79 !

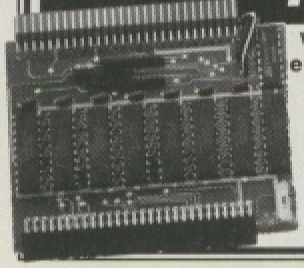
Fully populated board increases total RAM in A500 to 2Mb! ☆ Plugs into trapdoor area, & connects to 'GARY' chip ☆ Includes Battery-Backed Real-Time Clock ☆ Socketed RAM ICs on 512K / 1Mb Versions



Unpopulated RAM board with clock .... £ 34.95
with 512K installed.....£ 54.95   with 1Mb installed.....£ 69.95
RAM Board with 1.5Mb FASTRAM installed .... £ 79.00

N.B.: The expansion board requires Kickstart 1.3 to operate - Kickstart 1.3 upgrade available from us for £29.95

'MEGABOARD'



With our MEGABOARD, you can further expand your A500's memory to *a total of 2MB* without disposing of your existing 512K upgrade (must be 4 x RAM-chip type, or not exceeding 9cm in length).

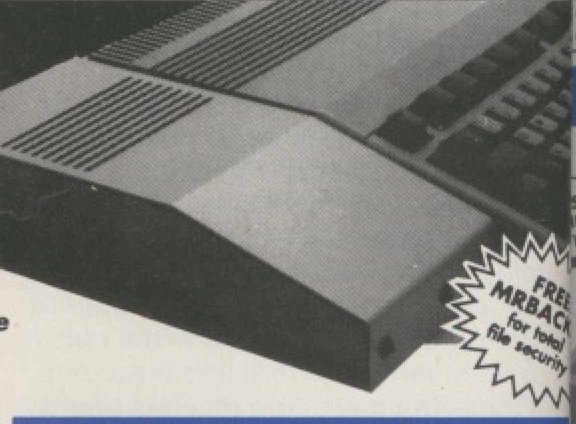
CONNECTS TO YOUR 512K RAM UPGRADE TO GIVE 1.5MB

ONLY £54.99

MEGABOARD needs Kickstart 1.3 to operate (Kickstart 1.3 upgrade available from us for £29.95). Installation requires connection to the GARY chip. Easy to follow instructions provided.

A500 HARD DISKS

PRICE BREAKTHROUGH!



AT LAST.... the chance to buy Quality, High Capacity Hard Disk Systems for the Amiga 500 at realistically low prices!

☆ **NEC SCSI HARD DISK MECHANISMS** for *optimum performance*, 25ms Access Time & Autoparking
☆ **Includes its own DEDICATED PSU**. CBM recommends against use of Hard Disks without independent power supply.
☆ Option for **up to 4MB additional easy RAM EXPANSION**, using **'SIMMS'**
☆ **COOL**.... by popular demand, we have now fitted a Cooling Fan!
☆ **GAME SWITCH** allows Games to be loaded without disconnection
☆ Includes **SCSI THROUGHPORT** at rear for further expansion
☆ **High quality** metal casing, colour matched to the Amiga 500
☆ **Includes 'MRBACKUP PRO'** as well as Configuration/Format software

40Mb MODEL ONLY £299
100Mb MODEL ONLY £449
2Mb RAM Version: ADD £80 • 4Mb RAM Version: ADD £160

3½" EXTERNAL FLOPPY DRIVES

AMAZING LOW PRICE !
£49.99
including VAT & delivery



- Very quiet
- Slimline design
- Suits any Amiga
- Cooling Vents
- Sleek, high quality metal casing
- Quality Citizen/Sony drive mechanism
- On / Off switch on rear of drive
- Full 880K Formatted Capacity
- Long reach connection cable

ADES
ADE
E WITHOUT ONLY :
99
WITCH ☆ EAT DESIGN

YOUR GRADE MB
to operate from us for ction to the ns provided.

FREE! MRBACKUP for total file security

£299
£449
ADD £160

ES
RICE !
99
elivery

ZY-FI amplified stereo speakers

REALISE THE TRUE SOUND POTENTIAL OF YOUR AMIGA WITH THIS PAIR OF FULL RANGE SPEAKERS !



Your Amiga produces fine quality hi-fi stereo sound. Enjoy quality stereo sound reproduction *to the full* with this specially designed, great new twin speaker system! Features reflex ported speaker design with 3 separate drivers in each unit, and incorporates a built-in amplifier with adjustable volume control. Runs from PSU (supplied) or from batteries (not included). *Speaker Dimensions 248x93x125mm (HxWxD)*

ONLY £39.95

TOP VALUE 400dpi HANDY SCANNER

QUALITY SCANNING - AT THE RIGHT PRICE !



Representing outstanding value for money, this package combines *top quality* scanning hardware with the latest version of the distinctively powerful *DAATASCAN PROFESSIONAL VERSION 2* software.

At a genuine 400dpi scanning resolution, this new scanner produces truly superb quality scans. Has a full 105mm scanning width, variable brightness control and 100 / 200 / 300 / 400dpi resolution. Daatascan Professional Version 2 scanning and editing software allows real-time scanning in either line art or in up to 64 simulated grey scales. Provides powerful editing features and excellent compatibility with most DTP and Paint Packages, eg. Deluxe Paint 4. Touch-Up.

ONLY £99.99

TRUEMOUSE



WE GUARANTEE that this is the smoothest, most responsive and accurate replacement mouse you can buy for the Amiga. Excellent performance, now with a 300dpi resolution. Amazing new price!

£16.99 SATISFACTION GUARANTEED

GOLDEN IMAGE OPTICAL MOUSE Amiga/ST compatible - excellent travel+accuracy assured. NEW LOW PRICE!.. £ 29.00

ROCGEN GENLOCK MK.II

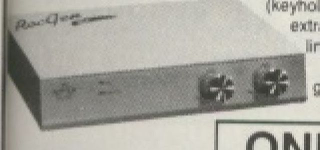


OFFERING EXCEPTIONAL VALUE FOR MONEY, this fully compatible GENLOCK adaptor offers levels of quality, function and sophistication not normally available in this price category. Special features include the ability to record graphics & animations on video recorders and overlay graphic and text onto video. Capable of smooth and stable fading and overlaying effects with special tuning knob.

ONLY £99.99

NEW! 'ROCGEN PLUS'

Compatible to any Amiga or Commodore CDTV, this NEW Genlock Adapter provides Advanced Special Effects and Performance Features without sacrificing user-friendliness!



New Special Features include: Dual Dissolve control knobs providing freely adjustable degrees of overlay or invert (keyhole) effects; Auto Video pass-thru; extra Video throughport for separate line monitoring; RGB pass-thru for real-time editing of Amiga graphics; plus Key-In port for use with an external keying device.

ONLY £129.95

PHILIPS 15" TV/MONITOR



With its dedicated monitor input, this model combines the advantages of a high quality medium resolution colour monitor with the convenience of remote control Teletext TV - at an excellent low price ! Features dark glass screen for improved contrast, plus full range 3-way speaker sound output.

£269.00 Including VAT, delivery & cable

Philips CM8833 Mk.II Monitor including cable..... £ 239.00

A590 ADD-ON HARD DRIVES

A590 OWNERS! Expand your hard disk storage further with one of our add-on, externally cased SCSI Hard Drives, with 25ms autoparking NEC mechanisms and separate power supply. Plugs into the socket provided on the rear of the A590 unit.

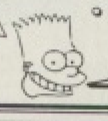
External 40Mb SCSI Drive cased with PSU to directly add-on to the Commodore A590	£ 249.00
External 100Mb SCSI Drive cased with PSU	£ 399.00

AMIGA 500+ SPECIAL OFFERS

A500+ CARTOON CLASSICS PACK

INCLUDES 3 BRILLIANT CHART-TOPPING GAMES !!!

TOP VALUE PACKAGE INCLUDES :
- NEW 'AMIGA 500 PLUS' with 1Mb RAM, 1Mb Drive, Kickstart 2, Workbench 2, TV Modulator, Mouse, etc.
- 'DELUXE PAINT III', PLUS: 'LEMMINGS' *(top seller!)* 'CAPTAIN PLANET' 'BART SIMPSON vs. THE SPACE MUTANTS'



£349.99
2MB CHIPRAM VERSION £379.99

'CARTOON CLASSICS EXTRA' PACK

GAZZA limps to Evesham Micros in our brilliant value Classics Extra Pack!

TOTAL OF 22 MEGA GAMES ! Features Amiga 500+ '*Cartoon Classics*' Pack as detailed above, plus Virus Protector, Mouse Mat, Top Quality Joystick *plus* 19 FABULOUS GAMES including : -

'Tracksuit Manager 90', '20,000 Leagues Under The Sea', 'Better Dead Than Alien', 'Tank Battle', 'GAZZA 2', 'Battle Squadron', 'Germ Crazy', 'Diet Riot', 'Treasure Trap', 'CARDIAXX', 'NIGEL MANSELL', 'High Steel', 'Night Walk', 'Lost'N'Maze', 'SUBBUTEO', 'ASTERIX', 'The Ball Game', 'Block Alanche', 'DiskMan' AND.... 'Text Plus' spellchecking wordprocessor and 'Scalc' spreadsheet

£369.99
2MB CHIPRAM VERSION £399.99

Commodore A590 20Mb Hard Drive	£ 299.99	A590 1Mb RAM Upgrade	£ 59.95
A590 512K RAM Upgrade	£ 29.95	A590 2Mb RAM Upgrade	£ 99.95

Amiga 1500 Starter Pack (1Mb RAM, 2x3.5", Colour Monitor, 'DPaint 3', 'Platinum Works', 'Home Accounts', 3 x Games, etc) ..... £ 949.00

REPLACEMENT AMIGA 500 INTERNAL 3.5" DRIVE KIT



Fully compatible, with 1Mb unformatted capacity. Straightforward installation procedure. Kit includes full fitting instructions.

ONLY £39.99

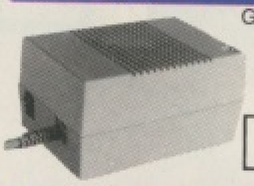
TRACKBALL



High performance trackball, directly compatible to any Amiga or Atari ST. Plugs into mouse or joystick port. Super-smooth and accurate - you probably won't want to use a mouse again after using this Trackball ! Full one-handed control. Top quality opto-mechanical design, giving high speed and accuracy every time. No driver software needed !

ONLY £29.95

REPLACEMENT A500 PSU



Genuine Commodore Amiga A500 type replacement Power Supply Unit. Good quality 'switch mode' type. Super low price!

ONLY £39.95

STEREO SOUND SAMPLER

Offering full compatibility with almost any Amiga audio digitiser package, our Sound Sampler features excellent circuitry, yielding professional results. The main A/D converter gives a digitising resolution of up to 50KHz, with a fast slew rate. Two phono sockets are provided for stereo line input, plus an option for microphone. Adjustable gain is provided with built-in control knob. Complete with public domain disk containing sound sampling applications / utilities.

ONLY £29.95

MIDI INTERFACE

Our fully compatible, high quality MIDI interface connects directly with the Amiga serial port and provides IN, OUT & THRU ports for good flexibility. Features LED indicators on each port for diagnostic purposes. Superb compact design!

ONLY £19.95

VIRUS PROTECTOR

Our compact Virus Protector fits easily to the Port of the last disk drive in your Amiga system, protecting all internal and external drives from boot block viruses. Incorporates a switch to enable or disable the protection facility.

ONLY £6.95

AMIGA 1500/2000 UPGRADES

HARD DRIVE / RAM UPGRADE BOARD KIT

Our hard drive kits include full size hard disk controller cards with unpopulated SIMMS RAM upgrade sockets for fitting up to 8Mb RAM, plus high speed, new technology NEC Hard disks.

40Mb HARD DRIVE & INTERFACE / RAM CARD	£ 349.00
100Mb HARD DRIVE & INTERFACE / RAM CARD	£ 499.00

PLEASE NOTE: These are empty RAM sockets - Add £80.00 per 2Mb RAM required.

VIDI-Amiga video digitiser package inc. VIDI-Chrome	£ 110.00
VIDI Complete Colour Solution Kit	£ 149.95
VIDI-RGB colour frame generation kit from B&W images	£ 64.95
Kickstart 1.3 Upgrade	£ 29.95
Amiga 500 Dust Cover	£ 4.95

PRINTERS

Prices Include VAT, Delivery and Connection Cable

Gold Star REGISTERED DEALER

EVESHAM MICROS STAR PRINTERS INCLUDE 12 MONTHS ON-SITE WARRANTY

STAR LC20 9-Pin Printer

NEW SUCCESSOR TO THE STAR LC-10, WITH MANY FEATURES AND A FASTER PRINT SPEED



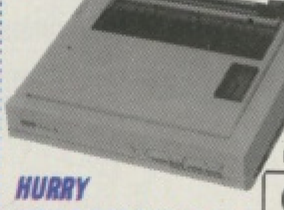
Providing superlative paper handling, four excellent NLQ fonts and a new super-fast print speed of 180cps in draft and 44 cps in NLQ, the LC20 appropriately supercedes the phenomenally successful LC10 !

ONLY £139.99

Star LC 200 9-Pin Colour, 4 fonts, 180/45cps	£ 199.99
Star LC 24-10 24-Pin, 4 fonts, 180/60cps	£ 199.99
Star LC 24-200 24-Pin, 5 fonts, 200/67cps	£ 239.00
Star LC 24-200C 7 colour version of above	£ 269.99
Automatic Sheet Feeder for LC 10" printers (pls.state model)	£ 64.95
NEW! Star XB24-200 COLOUR 24-pin, 80 col. power printer	£ 369.00
NEW! Star XB24-250 132 column version of XB24-200	£ 439.99

Citizen PRODOT-24 COLOUR

Professional 24-Pin COLOUR Printer



PROFESSIONAL 24-PIN COLOUR PRINTER - AT A BUDGET PRICE!
- Highly versatile letter quality printer
- 200 cps output in draft, 66 cps in LQ mode (5 true letter quality fonts)
- Full control from front panel
- Graphics res.360 x 180dpi
- 2 Year Manufacturers Warranty

Normal RRP: £ 746.35 Inc.VAT

HURRY WHILE STOCKS LAST!

ONLY £249.00 inc.VAT, Delivery and Cable

Citizen Swift-24E including COLOUR kit	£ 299.99
Olivetti JP-150 Inkjet good quality - exceptional value	£ 249.99
Olivetti JP-350 Inkjet excellent high speed 300dpi printer	£ 349.99
Hewlett-Packard Deskjet 500	£ 359.99
Hewlett-Packard Deskjet 500C (Colour)	£ 589.00
Epson LX400 budget 10" carriage 9-pin 180/25cps	£ 139.00
Epson LQ570 24-pin 180/60cps, 8k buffer	£ 289.00
NEC P20	£ 229.13
Panasonic KXP1124i uprated 24-pin model 300/100cps	£ 279.00
Panasonic KXP1123 good value 24-pin model	£ 215.00

SOFTWARE

Special! Digita Wordworth	£ 99.00	Deluxe Video 3	£ 84.95
Kind Words 2	£ 37.95	MR Backup	£ 29.95
Protext V5.5	£ 120.00	AMOS	£ 37.50
Digita Home Accounts V2	£ 49.00	HiSoft Lattice C	£ 199.00
Deluxe Paint 4	£ 79.99	GFA BASIC V3	£ 39.95
		GFA BASIC Compiler	£ 34.95
		Devpac 2.15	£ 44.95
		Disney Animation Studio	£ 69.95

Evesham Micros • ALL PRICES INCLUDE VAT & DELIVERY • Evesham Micros • ALL PRICES INCLUDE VAT & DELIVERY • Evesham Micros

THE BLUEPRINT FOR A BETTER PRINTER

To create a better printer you start with a be

design.

Star's Business Series of dot matrix printers w

designed for the rigours of office work.



But they were also designed to be affordable

serious home users.

The result is a range of seven rugged printers

the new LC-20 (replacement for the award win

LC-10) to the 24 pin LC24-200 colour.

Competitively priced (LC stands for Low Co

with quality designed in, from the blueprint onw

Star builds all its own dot matrix printers. An

doesn't say Star on it, it's not a Star.

The Star logo is your blueprint for a better pri

What to Buy for business

1991 Computer Awards



star micronics

A division of Star Micronics Co., Ltd., Japan.

Star Micronics U.K. Ltd., Star House, Peregrine Business Park, High W

Buckinghamshire HP13 7DL. Tel: (0494) 471111. Fax: (0494) 47

I'd like to know more about the Business Series Pri

Name ______

Company ______

Address ______

Postcode ______ Tel. ______

HMSO

HMSO preferred.
For information, ring 0603 695250.

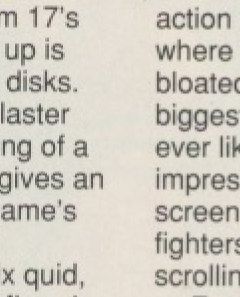
Specifications **Business Series • LC20** – 9 pin, 80 col, 180 cps draft 45 cps NLQ • **LC15** – 9 pin, 136 col, 180 cps draft 45 cps NLQ • **LC24-10** – 24 pin, 80 col, 180 cps draft 60 cps LQ • **LC24-15** – 24 pin, 136 col, 200 cps draft 6
LC-200 – 9 pin colour/mono, 80 col, 225 cps draft 45 NLQ • **LC24-200** – 24 pin, 80 col, 222 cps draft 67 cps LQ • **LC24-200 Colour** – 24 pin colour/mono, 80 col, 222 cps draft 67 cps LQ.
Standard drivers are available through your Star Registered Dealer.



PROJ

The first thing that strikes you about Team 17's new shoot 'em up is that it comes on four disks. For an out-and-out blaster this must be something of a record and certainly gives an indication as to the game's complexity.

For your twenty-six quid, you get a six-level 1Mb-only blast packed with all manner of weirdo insects and deadly techno-beasts. The scenario bares an uncanny resemblance to both Gremlin's *Venus* and Palace's upcoming *Hostile Breed* in that a planet has become infested with killer bio-bugs, the result of bio-mechanical experiments gone wrong. The new and dangerous inhabitants threaten the stability of the Galactic Federation and, as their number one flyboy, it's down to you to pilot one of three prototype war planes, fly to the infested planet, and blast the mutated scum into protoplasmic mush.



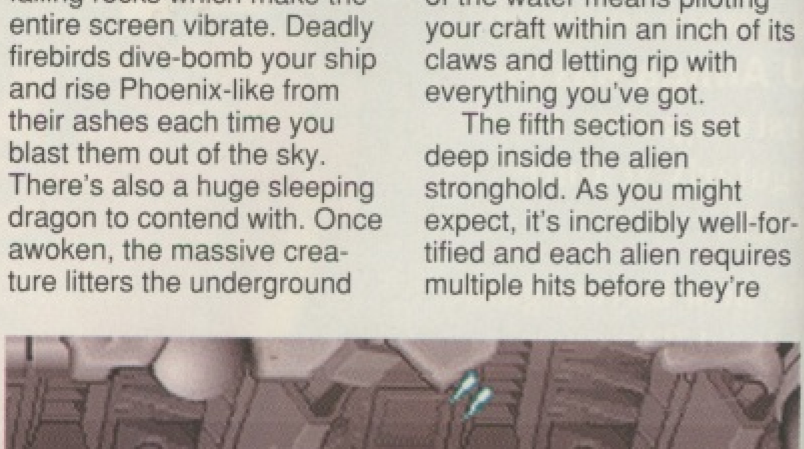
Once you've selected your ship, it's straight into the action. You can choose to play the first two levels in rookie mode, but the real action lies in advanced mode where the skies become bloated with some of the biggest enemy sprites you're ever likely to see. Most impressively, even when the screen is packed with enemy fighters, the action or scrolling never slows down.

Each level has a distinct theme and its related enemy sprites. The first involves navigating your ship through the three deadly asteroid belts which surround the planet. Each is harder than the last and requires massive firepower to destroy the spinning boulders. Level two involves a white-knuckle ride across the ice-capped polar regions. Huge mountains form an impressive backdrop to the action and spectacular lightning effects illuminate the sky. Alerted to your presence, the bio-beasts flood the sky with some of the most bizarre enemy sprites you're ever likely to encounter. Large snaking craft dominate the skyline together with gigantic chrome-effect missiles, buzzing bees and bouncing mushrooms.

The third level is set inside a volcano and features lava flows, magma eruptions and falling rocks which make the entire screen vibrate. Deadly firebirds dive-bomb your ship and rise Phoenix-like from their ashes each time you blast them out of the sky. There's also a huge sleeping dragon to contend with. Once awoken, the massive creature litters the underground caverns with a fearsome array of firebolts.

If you manage to survive that lot, the fourth level takes place inside a water-filled cavern. Half the action takes place beneath the pool's surface, but your amphibious craft can only remain submerged for a certain length of time before you'll turn a nasty colour of blue – also, once underwater, the joystick controls become sluggish as the water affects your craft's inertia. The sound effects also change when you dip below the water line to reflect the aquatic nature of your environment. Huge seahorses, tadpoles, crabs and metallic flying fish form the main opposition, as well as a superb end-of-level guardian equipped with massive pincers – to blast this baby out of the water means piloting your craft within an inch of its claws and letting rip with everything you've got.

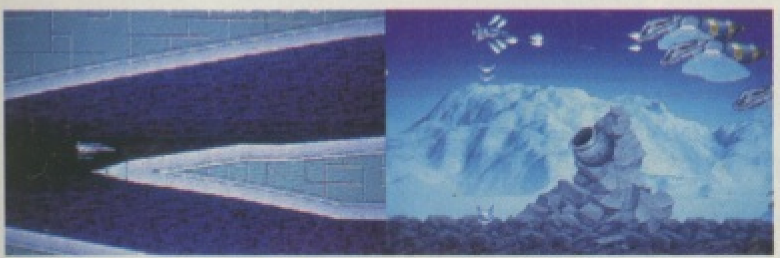
The fifth section is set deep inside the alien stronghold. As you might expect, it's incredibly well-fortified and each alien requires multiple hits before they're



ARMOURED ARMADA Each ship has its own distinct advantages and deficiencies. For example, the Hunter Mk7 Scout Class ship has incredible speed and stealth capabilities but can only take on board a limited arsenal. Alternatively, the Crux 11 Battle Class cruiser can carry a big payload, but is slow and sluggish to respond. The third available craft, the Hyperion, is a good all-purpose fighter with no discernible defects and no particular outstanding features either. Bolt on too many weapons to a ship and the craft will become unwieldy and difficult to control. To circumvent this, it's possible to increase the ship's speed and thus improve its stability, but then your reflexes need to be quicksilver fast.

OJECT X

CU AMIGA SCREENSTAR



Above left: The high-speed bonus stages need nimble reflexes to succeed. *Other shots*: Some of the enemy sprites from level two.



POINTS MEAN PRIZES As an added feature, there's a bonus stage bolted on to the end of each level which involves jockeying your craft through a maze-like series of tunnels. This is an extremely fast section where it's possible to rack up many points. There are also bonus icons dotted around the level. Collect six of these and an extra life is yours. Each maze is randomly selected from a number of predrawn maps so it's impossible to predict which one you'll get. Multi-level parallax and an abundance of sampled speech directing your progress make this one of the best features of the entire game.



Left: The asteroid belts provide some tough opposition on the first level, along with a host of alien attack waves.





wasted. *R-Type*-style circular traps and multiple missile launchers lie in wait as well as an especially tough guardian which is nigh-on impossible to defeat. Finally, after destroying their lair, it's back to the planet's surface for a bombing run where your given a couple of chances to drop your deadly payload into the aliens' air ducts and send their reactor to critical mass.

As you've probably gathered, *Project X* is a massive shoot 'em up. The horizontally-scrolling action never relents and the gorgeous 32-colour graphics complement the excellent and super-fast gameplay. Equally hot, are the incredible sound effects which must rate as some of the best on the Amiga. From the howling wind of the second level through to the muted sound effects on the underwater section, the sonics are faultless. There's also plenty of sampled speech throughout the game, warning of oncoming alien attack waves and advising on what course of action to take.

As with all such games, there are plenty of power-ups to be picked up, and *Project X*'s are released after each alien wave is dispatched. Once collected, you then have the option to enhance the power of your currently-selected weapon or wait until you've gathered enough credits to activate another more powerful armament. The ship's initial pop-gun can be swapped for extra speed, plasma and magma bolts, sideshots, heat-seeking missiles (which are obviously useless on the volcanic level!), lasers and stealth capabilities. The joystick controls are excellent and straightforward. The screen slowly scrolls from left to right and stops for a time when particularly large enemy sprites appear before continuing. Power-ups are selected by waggling the joystick from side to side or by pressing the space bar or mouse.

Nothing's perfect, but *Project X* comes close. The enemy attack waves are a tad predictable at times and a little bit more intelligence in their formations would have been a boon. I was also a bit miffed at starting the game with only five lives, especially as one hit sends you diving off the screen in a plume of smoke. It's a shame that there's no simultaneous two-player option available either, but we can't have everything, can we?

It's not hard to see where Team 17's bunch of talented coders have looked for their inspiration (*R-Type 2* and *Nemesis* fans will instantly be at home), but the finished product has been finely honed into a distinctly original product which makes other games from the same genre pale in comparison. An outstanding arcade-quality blast.

Dan Slingsby

AMIGA SPEC

MEMORY REQUIRED	1MEG
COLOURS ON SCREEN	32
COLLISION DETECTION	10
LEVELS	6
NUMBER OF PLAYERS	1/2 *not simultaneous*
DISKS	4
GRAPHICS STYLE	PAL OVERSCAN

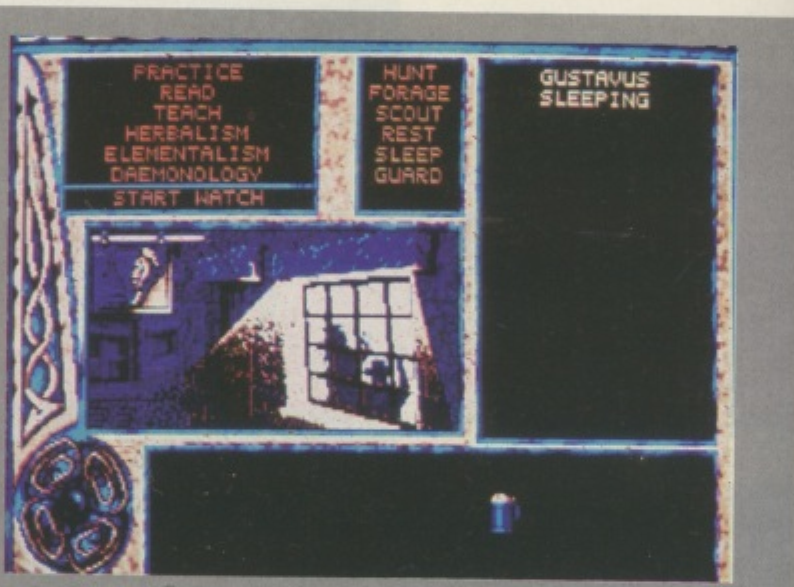
TEAM 17 £25.99

"The best shoot 'em up money can buy. . ."

GRAPHICS	93%
SOUND	96%
LASTABILITY	92%
PLAYABILITY	93%

OVERALL 92%









RPGs come and go with amazing regularity. Just when you think they can't get any bigger or detailed, up pops another blockbuster. This certainly applies to Gremlin's *Daemonsgate.* Boasting over 50,000 words of text (equivalent to a good-sized book) and 30,000 graphic screens, it's possibly the most accomplished and detailed adventure released to date.

Stepping into the shoes of Captain Gustavus of the Imperial Tormishan Guard, you are summoned to an emergency meeting of the City Council, where you learn that your country is soon to be besieged by a large Demonic army. Pleas for help sent to neighbouring cities have been ignored, as most are busy organising their own defences. The reason for the Demons' return to the continent, or where they've come from, are unknown but rumour has it that an elderly man, seen in the vicinity of the ancient Attien state, could hold the answer. You must locate him, find out as much as you can, and return the beasts from whence they came.

The first problem is how to find a way out of the capital, without confronting the monstrous hordes waiting outside. This involves the solution of a number of sub-puzzles. The core of the game revolves around conversation. Each of the ten cities is populated with over 270 characters. Some are coastal towns whilst others are situated on rock platforms in the middle of the sea. The surrounding countryside is populated by villages, fortresses, dungeons and the like. And these areas affect the people you'll encounter. You'll find beggars, scholars, and publicans amongst scores of others that can be split into two groups: minor and major non-player characters.

The minors go about their daily lives oblivious to events around them. However, their actions can be interrupted and they can be spoken to, but mostly serve to add atmosphere. On the other hand, major NPCs have a direct effect on the game. You can tell the two groups apart by the latter's directness. Rather than wait for you to make contact, they're more likely to initiate it themselves. Each holds a snippet of information, but only some is of use.

As Gustavus, you can recruit seven of these characters to your party. There are 26 to choose from, rang-

TEMPER, TEMPER **The 128 intelligent characters aren't confined to one place, and wander freely from town to town. If you need a specific person you must look for them. Some of these characters adopt aggressive tactics, though, and if you poke your nose too far into their business, they'll try to scare you off. Ignore the warning, and, at a later date, they'll track you down and set upon you in a more direct manner.**

DAEMONS

WHAT'S IN THE BOX?

For the hefty asking price you get more than the game. The box contains a manual, a 40-page book chronicling the history of Tormis, and a special video starring one of the survivors of the adventure. It will also include a few hints on the game, and the chance to win one of twenty limited edition, full-sized metal battle swords, weighing more than 40lbs.

ing in status from mercenaries and merchants to a lunatic. Not all will want to come, though, and some will set you a task before they comply. In addition, others will want more materialistic rewards. Once on the team, though, their actions can be controlled individually, allowing you to send them on errands whilst the others rest. Unlike most RPGs, these people are individuals in every sense. Instead of carrying 'labels', such as Fighter and Magician, they have skill points and it's up to you to make the most of these by applying them to the appropriate fields.

Travelling is of major importance, and movement is either on land or inside a settlement. Land travel reduces your party's representation to that of an icon, and, during your travels, you'll need to set up camp for a rest. This is also an ideal time to utilise one of the game's more interesting features. Each function has its own screens, and each character has different skills. One of the nicer touches is that participants who excel in key areas can pass knowledge on by teaching the less-endowed members of your crew. Each possesses thirty or more skills, keeping you permanently busy.

More complicated and detailed is town travel. Out of the forty environments, most are split into five levels including basements, cellars, underground mazes and sewers. The bigger towns are bustling with bakeries, taverns, residential properties and brothels. In fact, everything you'd expect to find in a major site is here, and all are necessary to the adventure. Exploration of the settlements and questioning of the locals is needed for the many intriguing and brain-busting puzzles – so don't ignore anyone or thing.

If you're thinking that the Captain is limited to a smooth manner, think again, as combat can get very bloody. The system is much more tactical than the traditional hit point method, and seeks to stretch the brain cells rather than the index finger. Everyone in your party can fight and, due to the combat system's diversity, the multitasking facility comes into its own. By using the stronger members of the party to do the attacking, the weaker ones are left to act in a supporting role, to heal their mates' wounds and restore lost health. However, this individuality has its drawbacks, as asking a coward to attack a fifteen foot armour-plated mutant, will result in him running away as fast as a Jehovah's witness on Cliff Richard's door step. On the other hand, a Beserker will ignore an order not to attack and will steam in like a Millwall fan at an away game!





Boasting over 30,000 screens – although most are admittedly very similar – there's no doubting *Daemonsgate*'s depth. Even more impressive are the people who live there.

During combat, the game is frozen and the action is displayed in a smaller window to the left of the menu. There are seven commands, including simple Attack to Support and Cover, the latter allowing your characters to shoot at any foe attempting to attack an allied character. All the actions are animated in this window and the horrific sights of legs, heads, arms and disembowelments are displayed at regular intervals, and a radar shows the position of up to fifteen oncoming enemies. Once the appropriate choices have been made, you can sit back and watch the outcome. The action can be interrupted at any time to update the tactics or initiate a different kind of attack.

Sticks and stones may break lots of bones, but a fire-breathing demon does it better. An alternative to normal combat is provided by the Demonologists and Ecclesiasts. The Demonoligists have the power to summon demons and use their powers to bolster the power of everyday weapons. However, they can also place the creature inside an amulet, ready for when you'll need him. This trick can backfire, though, and the monster could turn against the party if invoked by a poor wizard. The Ecclesiast has more or less the same skills, but he commands power over the elements. These are less volatile and more predictable, but less powerful and safer to manifest.

Daemonsgate's strength lies in its size and detail. The screens are well-drawn with small animated touches, such as burning torches and shimmering water, and the accompanying text adds a brilliant realism. The massive tasks and play area avoid the claustrophobic feel found in most RPGs, and all the cities have a 'lived in' feel courtesy of the constant bustling about by the people.

The inclusion of a special menu which saves the important conversations, means that you won't have to make notes. There are still plenty of 'traditional' RPG aspects – characteristics, pick-ups, magical items, monsters, traps and plots – along with the many brain-taxing puzzles. RPGs don't come much better than this, and, although it's 1Mb only, it should be high on any adventurer's list of must-haves.

Steve Keen

GREMLIN £34.99

'Lasting and extremely detailed...'

GRAPHICS	80%
SOUND	76%
LASTABILITY	90%
PLAYABILITY	86%

OVERALL 90%

NSGATE

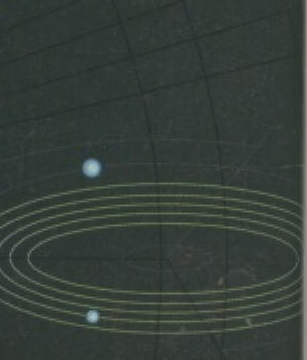
CU AMIGA SCREENSTAR

"Miss this and you will regret it forever"



"Anyone who has been keeping an eye out for this will not be disappointed, and should await its release with bated breath...Epic is one of the best products I have ever played - the depth of gameplay and graphics are of a truly stunning standard."
GAMES X





"Fast just isn't the word for this 3D. The image update is blistering!"
ACE

"The game's graphics and presentation are nothing short of stunning, and there's great wad of playability in there too. Ocean have never had it so good!"
ST ACTION

"The overall feeling you get is one of awe"
ST ACTION





ATARI ST
CBM AMIGA
IBM PC &
COMPATIBLES

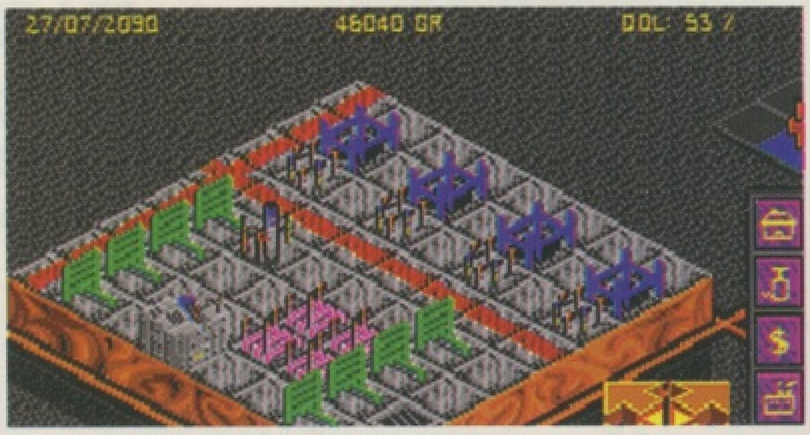
OCEAN SOFTWARE LIMITED
6 CENTRAL STREET . MANCHESTER . M2 5NS . TEL: 061 832 6633 . FAX: 061 834 0650

UTOPIA
THE NEW WORLDS

U*topia* has been the subject of some very high praise indeed. So much so that in September of last year CU posed the question 'Is *Utopia* the perfect game?', to which Rik Haynes answered 'It's the best game Gremlin have ever released' giving it a massive 94% in the process. Here we are, six months later, and creator, Graeme Ing, has completed the *Utopia* Expansion Disk, a set of ten scenarios designed to tax the minds of even the most seasoned players.

The ten scenarios don't introduce anything radically new to the game, but merely enhance the strategic features of the original, whilst bringing in tactics that players may not have been called to employ before. For example, on one of the worlds, the map is composed of a series of small islands, surrounded by swirling smoke, rather like the view you would find if you were standing on top of a mountain just above cloud level. From here, the only way the player can reach the other islands is to build spacships, a facet employable on the original scenarios, but never actually necessary.

Each of the ten scenarios is set across adifferent landscape, and involves facing different races of alien, ranging from bugs creeping across a dark, muddy landscape to robots on terrain that could have been created from scratched mirrors. As before, a great deal of time and effort has been spent on the graphics, and some of the backdrops are, as Douglas Adams would say, enough to make you want to burst into spontaneous applause.



Above: Robot World, whilst *Below* shows your colony under enemy attack.





Some of the backdrops are nothing short of staggering. These apparently deserted ruins, for instance, play host to some of the game's nastier baddies.





The Dark Area's islands feature huge gaps which must be crossed.

The standard way to create an add-on disk for this sort of game is to simply set progressively harder tasks. In this case, however, the approach is different. 'We had a lot of people telling us the original was too difficult,' explained Graeme, 'so if you can imagine that the ten scenarios with the original game were levels 1 to 10, the scenario disk has levels 3 to 13.' This ensures that even someone fairly new to *Utopia* won't have too much difficulty with the first few scenarios. However, they do become incredibly hard, and if you can wipe out the enemy on the last level you deserve a medal.

UTOPIA 2

Utopia – The New Worlds isn't Utopia 2, as most people had hoped, but the sequel has been in production for four months, and is looking set for a Christmas release. The game will take a more military slant, moving slightly away from the *Sim City* style of game, although all the colony buildings will still be included. Graeme Ing isn't giving too much away yet, but one feature he is including is having the enemy base visible on screen, allowing the player to watch the enemy at work, and attack it before it comes for you. We wait with baited breath...

Utopia – The New Worlds is really only a must if you are an avid fan of the original and fancy stepping up the odds. It doesn't make the game any better, but gives you more choice when playing it. Fifteen quid seems a little steep for what is in effect a few more levels, though, and that's why I can only recommend it to die-hard addicts.

Tony Dillon

GREMLIN £14.99

'More of the same, but overpriced...'

GRAPHICS	88%
SOUND	83%
LASTABILITY	89%
PLAYABILITY	90%

OVERALL 72%

HARD DRIVE CONTROLLERS

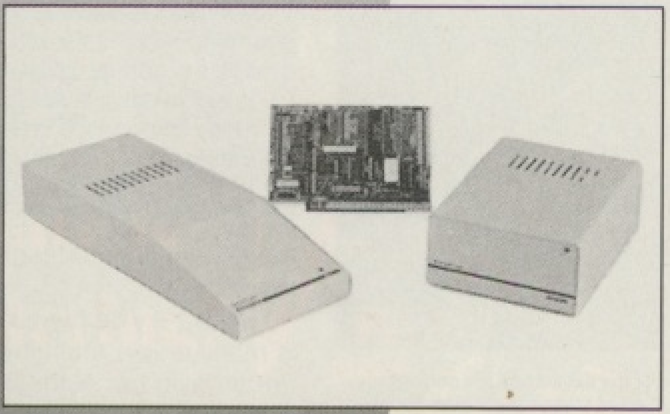
IDE, SCSI and IDE/SCSI Interface Cards

DataFlyer™

HARD CACHE

WORLD CLASS INTERFACES AT AN OUT OF THIS WORLD PRICE

The DataFlyer line of hard drive controllers offers great performance and versatility at a cost attractive to the price conscious customer. The DataFlyer provides a choice of SCSI, IDE or both on the same card. Each card can accept the DataFlyer RAM 8 Megabyte plug-on memory card. Each controller features easy formatting prep programs, driver software and all hardware and cables. The drive installs in a standard expansion slot or the chassis provided. Both the controller and memory cards in the A500/1000 chassis' can be removed and installed in an A2000. It is compatible with Workbench 1.3 and 2.0. Install the DataFlyer onto any Amiga and your off to the races.



FEATURES:

- Auto-Booting at power up.
- Auto-Installing software means super easy format.
- Fast File System compatible with KickStart 1.3 or higher.
- Special driver provides AmaxII compatibility. SCSI Only.
- Optional DataFlyer RAM 8 Mb memory board plugs onto interface.
- Syquest compatible with auto-diskchange. SCSI Only.
- Holding down mouse button defeats Auto-Boot for games..
- Includes all cables and hardware.
- Compatibility with all major hard drives.
- External hard drive activity light.

IDE, SCSI and IDE/SCSI DataFlyers

P.O.A

SCSI
- Non-DMA.
- Optional SCSI pass through cable.
- 480,000 byte per second data transfer rate using Diskspeed and a Quantum drive.

IDE
- Add up to two IDE or AT drives.
- 800,000 byte per second data transfer rate using Diskspeed and a Quantum drive.

A FULL ONE YEAR WARRANTY

IDE/SCSI
- Operate both kinds of drives at the same time.

HARD CACHE LTD

2B LEORY HOUSE, 436 ESSEX ROAD, LONDON N1 3QP

TEL: 071 704 1614

PINBALL DREAMS

21st Century Entertainment claim that *Pinball Dreams* is the world's first Amiga Pinball simulator. Hardly. For if you look back a few years, you may remember an excellent little bumpers and balls number called *Pinball Wizard*. Misinformation aside, *Pinball Dreams* is still rather good.

Four tables are on offer: Space, Wild West, Dance Music, and a Nightmare table based loosely on the coin-op Terminator 2 table. The design of the tables are all pretty simple, with the usual array of bumpers, flippers and flickering lights. Playing the tables is simplicity itself, with the mouse sending the ball into play and the Shift keys activating the flippers. In addition, the space bar is used to nudge the ball – although too much nudging will cause it to 'Tilt', rendering the flippers useless. During play, the tables scroll to follow the ball, and each spans two full screens. Although this may seem a little off-putting, it works very well, and adds to the instinctive nature a Pinball sim needs.

Real tables can be very frustrating, with loads of places for the ball to avoid your flippers, and 21st Century's game features an equally devious array. I've never been an avid player of the real machines, but it used to wind me up no end to see the ball sail cleanly between



my flippers or one of the aforementioned gulfs. The fact that this game got me as worked up as the real thing, is as good a compliment regarding its realism that you're ever likely to hear. In addition, the all-important ball movement is equally good, with no quirks to the bouncing or jerky rebounds.

The presentation is also amazing. All the flashing lights and impressive samples of a true table are present, as are all the pings, squeals, digitised speech and small snatches of music. Basically, this is playable stuff and, as far as I'm concerned, utterly addictive. *Pinball Dreams* may not have been the first, but it's definitely the best so far. True pinball fun without a coin slot.

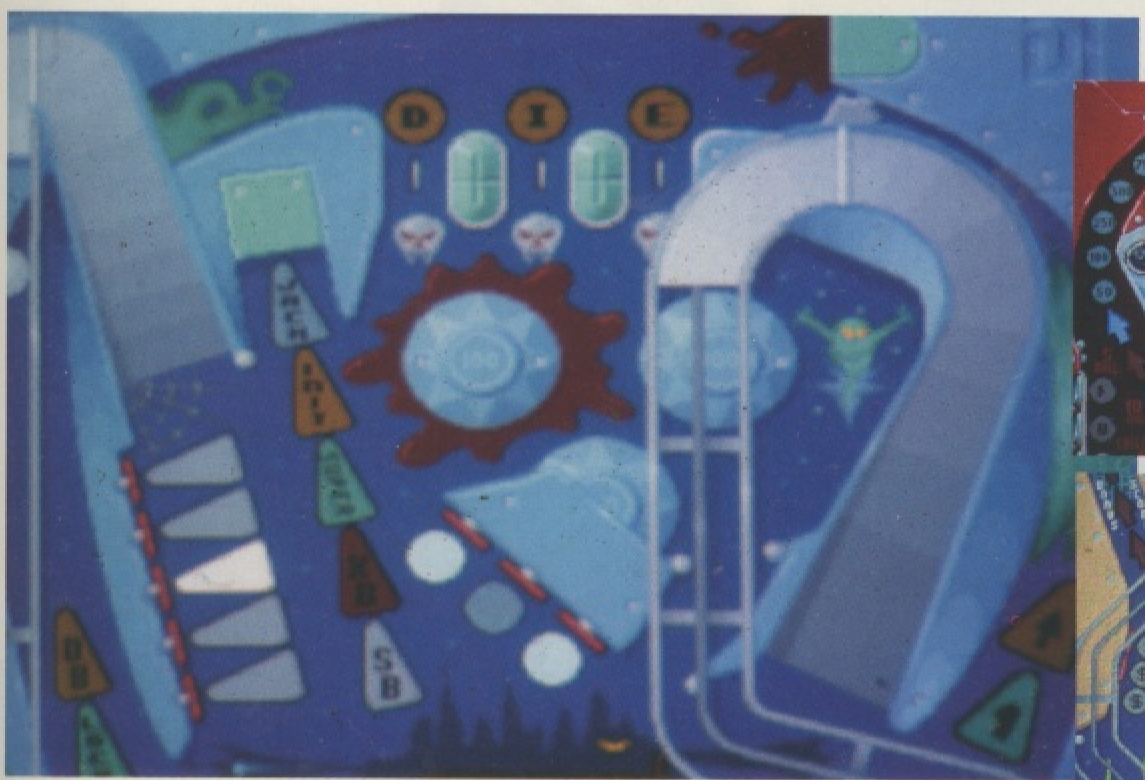
Tony Dillon

21ST CENTURY £25.95

'Sure plays a mean Pinball...'

GRAPHICS	85%
SOUND	86%
LASTABILITY	84%
PLAYABILITY	88%

OVERALL 83%



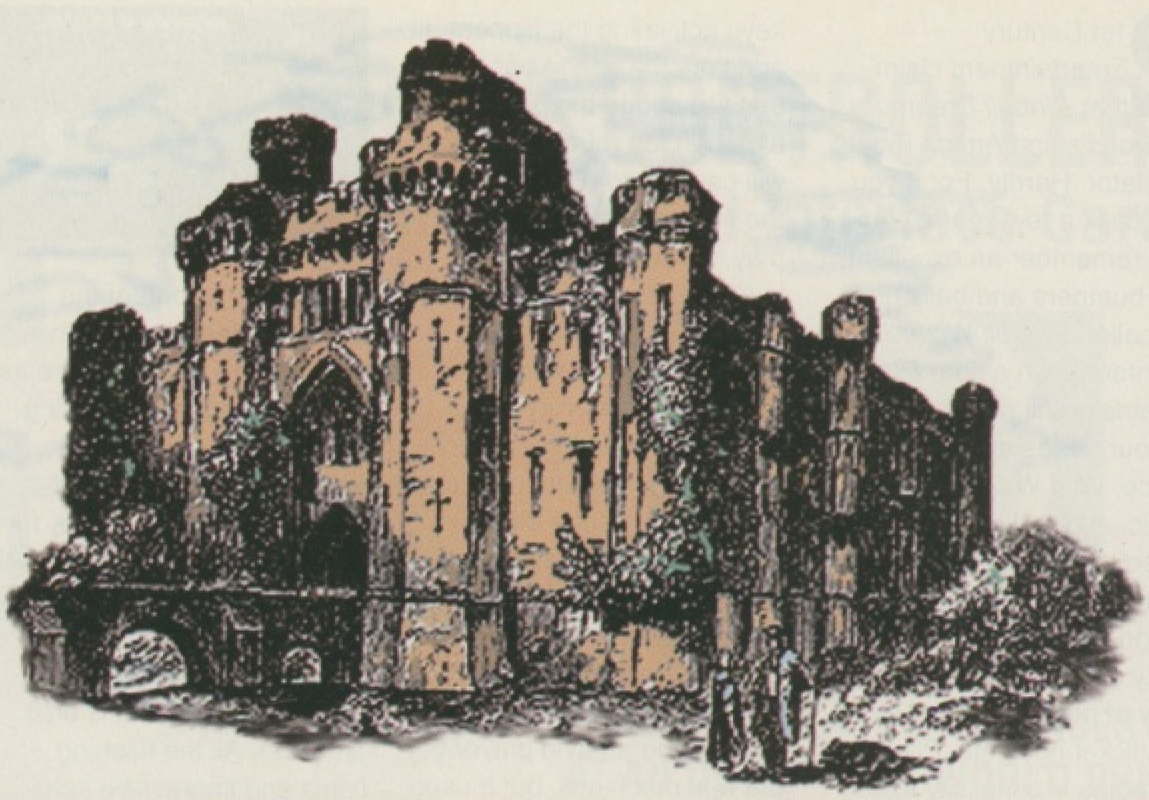






BUMP START **Pinball, in the sense of shooting or guiding balls through obstacles, has been around since the fifteenth century. The earliest recognised multi-ball tables began to appear in the early Sixties with the release of Soccer and Shoot, two classic Williams' tables (which now fetch astronomical prices). Today, the mechanical innards of the original tables have been replaced with a maze of electronic circuitry, a wall of ear-splitting sound effects and some of the most devious designs known to man. Keep a look out for the new Star Trek pinball table, complete with energiser beams and Dilithium crystals, and the fantastic Terminator 2 table, which features digitised speech and a robotic arm which picks up the ball and lobs it at a helicopter. Shoot it down, and you get a million points!**

Modern day Welsh nationalism may be limited to burning down the occasional holiday cottage, but six hundred years ago things were a little different. England was just starting to flex its muscles as it left the dark ages as a unified country. The Normans had came, saw, and settled and the Vikings had long ceased raiding the coasts. The attention of the King turned to Wales, which was pretty backward in comparison, and invaded its Eastern half. The resident Celts were not pleased, and any English settlers were soon deprived of basic necessities, such as their heads.



CASTLES

To consolidate his Welsh holdings, King Edward I ordered a line of eight castles to be built, deterring any further Celtic uprisings. This is where you come in. As king of Albion, your job is to construct these fortresses, manage their armies and deal with any problems which invariably occur.



Naturally, you have to design your castle before you can build and protect it. This is the easiest stage. The two main elements of a castle are the keep, and the outer wall. For this you're given an overhead view of the land where it's to be built, and a bank of five icons: a wall, square tower, round tower, a gate and an eraser. By clicking on a castle segment, and clicking on the map, you lay the foundation of that piece to be built. To build a stable castle you must have one tower for every three segments of wall, if you don't, you're liable to find things coming crashing down around your head. Once placed, you must then enter how high you want the piece to be built.

There are very few restrictions placed on design, so you can go all out on the spiky 'Fortress-of-Dread' look, and create something that will really put the wind up the Celts. What you have to consider, though, is cost and time. The more complicated your creation, the longer it takes to build, and you're liable to run out of cash halfway through construction.

The next step is to hire a workforce. Stone masons, quarrymen, blacksmiths, carpenters, diggers, carters and labourers have to be brought in. As your funds are limited to the amount you can tax, or extort, from the local population, you are forced to



The size of your construction is limited by the cost and time. It's better to start with an average-sized castle, and work your way up through taxes, as if your 'Super-Castle' is left half-built, you're wide open for attack.

limit the number of people working for you. Getting the best mix of people is important, with carpenters building scaffolding, smiths making rivets and bars, diggers laying the foundations, and masons building the various bits. The master stonemason, who oversees the construction, gives you his opinion on the staff mix, and the worse it is, the longer it takes to build the castle.

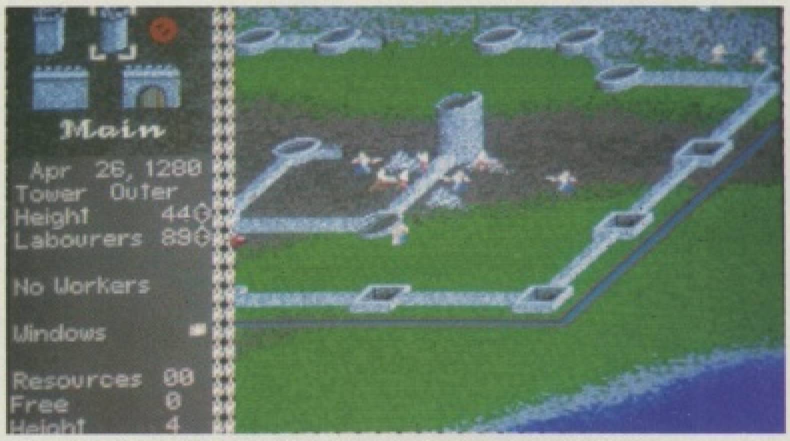
Hiring and firing staff can prove very tedious, and striking the right balance between classes is more down to luck than skill, and I would have preferred a preset mode which hired a basic work force. You also need to hire and train troops to defend the half-built, which soaks up even more cash and time.

To build an area, simply click on it, and assign a number of workers to it. Almost immediately, a number of little figures will appear and start beavering away. Once everything's up and running there's plenty of action in the area, with loads of little people running around, and sometimes disappearing into thin air. This is all very interesting for a while, but it soon becomes very boring, despite the occasional attack of mad Celts. To cap it off, one of the little guys building the castle usually scales the wall and throws himself off of it – still, every castle needs it ghosts, I suppose.

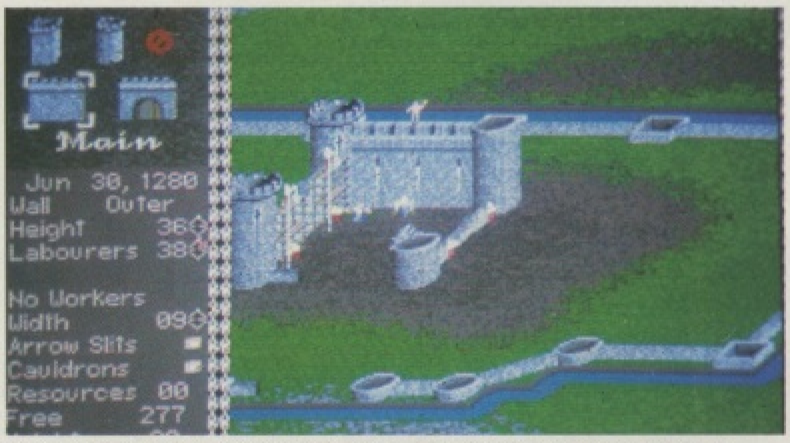
When the Celts do launch an attack, you must place your troops near the castle walls, and select the units for them to attack. The Celts who raid your first castle are easily beaten off, but on later levels they come armed with catapults and many more troops.

Despite being slow in places, *Castles* has a lot of depth and a great many features. If you're bored with the real world, you can switch it to fantasy mode, and have ogres, elves and dragons added to your already substantial tribulations. If you enjoy games such as *Populous* and *Sim City*, you'll enjoy this. I certainly did.

Mark Patterson



As your castle is being built, the littler workers scurry around dutifully.



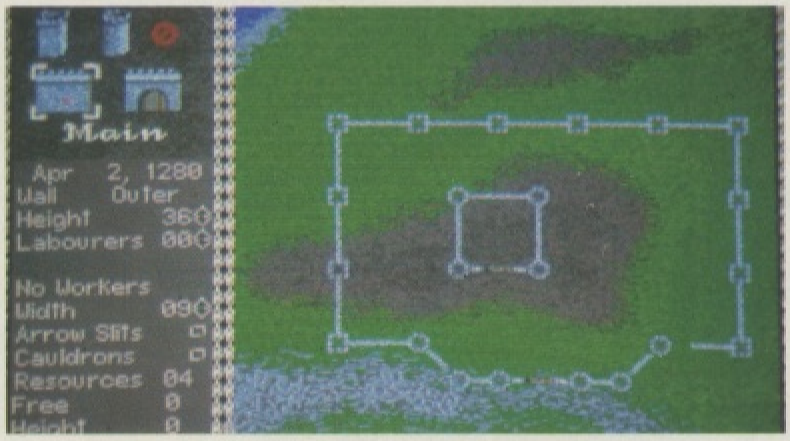
For every three walls, there should be a specially-placed tower to support them.



As Hawkers and Beggars plead for assistance, you are given three possible replies.



Ah, this is more like it! Bring on another suckling pig...



During the planning stages, the blue prints are viewed from above.

CU AMIGA SCREENSTAR

CHARITY BEGINS AT HOME

Occasionally, you receive visits from people requesting aid or advice. You're shown a picture of the visitor, their question, and a choice of three answers. The answers are usually arranged so that you can be a nice guy, completely indecisive or a real git. Most of your visits come from the local bishop, and as the church was exceedingly powerful in those days, it pays to do as they ask. That said, in one game I had several visits from a nun who claimed that half the Masons working on my castle were witches who should be executed. She ended up kidnapping the bishop and claiming that the forces of evil were out to get her. The end result was me sending in 100 troops on a rescue mission then paying for the damage they caused to the monastery while they were about it.

EA £25.99

'Definitely, the King of the castle...'

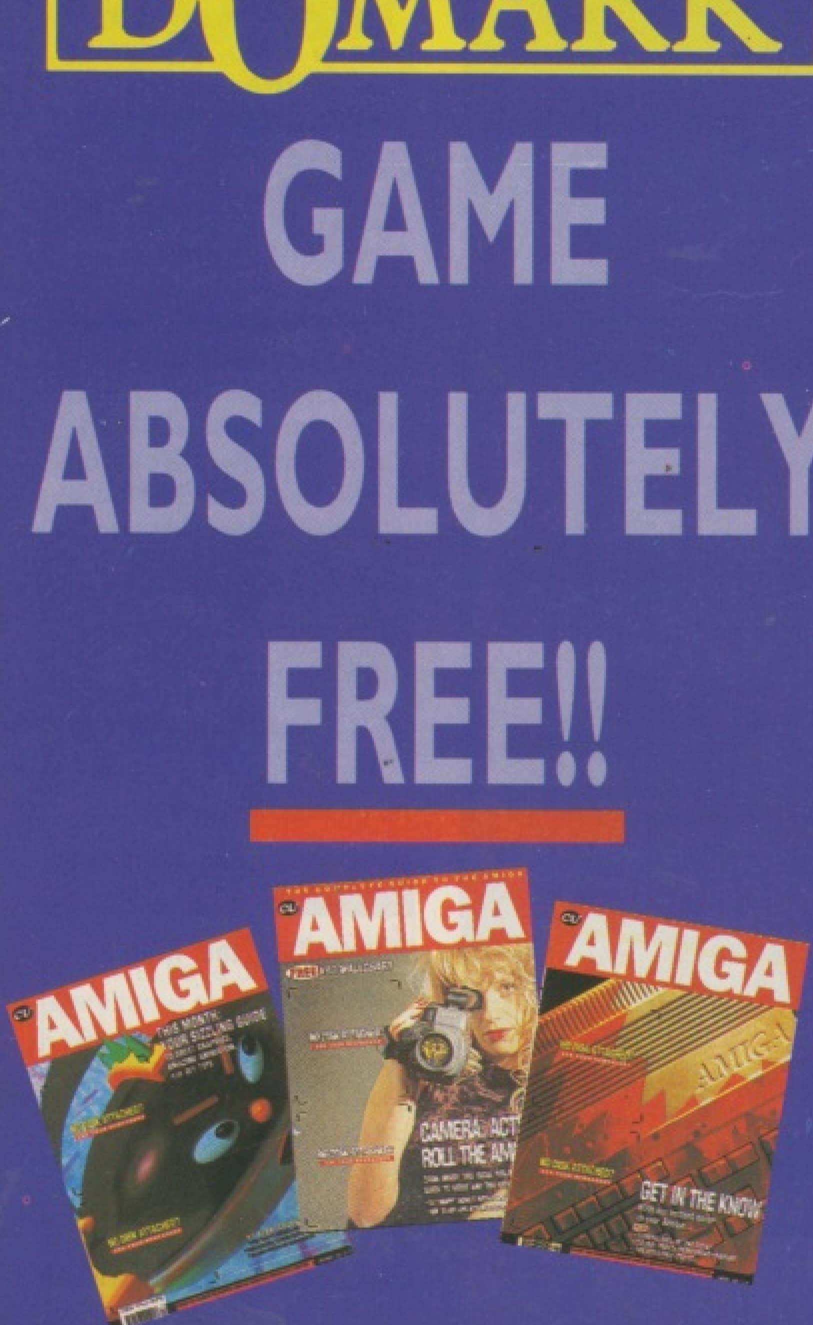
GRAPHICS	75%
SOUND	65%
LASTABILITY	90%
PLAYABILITY	83%

OVERALL 88%



limited
to start
d work
f your
ou're

SUBSCRIBE TO CU AMIGA AND GET A DOMARK GAME ABSOLUTELY FREE!!



- **DOMARK'S software has a consistently high rating in CU Amiga. Now you get one of their classic products absolutely FREE when you subscribe to CU Amiga.**

- **Subscribing to CU Amiga will get you immediate access to the essential reviews, previews and features each month.**

- **With our unique editorial mix, CU Amiga delivers the very best in qualified editorial comment, whether it's for the latest printers or the hottest game.**

- **Subscribe to CU Amiga and be confident of receiving the only authoritative guide to your Amiga.**

- **For only £47.50 you will receive 12 issues with cover disk and your chosen FREE gift.**

You can choose from the following

Rugby - The World Cup
Pitfighter
Super Space Invaders
Trivial Pursuit
Superheroes



RUGBY

Rightly l
Mark Pa
oval ball
will have
in antici

PITFIG

How dir
beat em'
the worl
makes it
for a ga

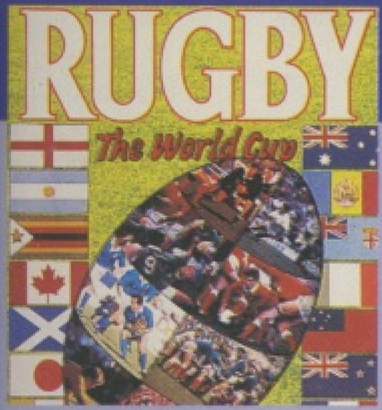


great job
op, inclu
animatio

SUPER



It's been
after mor
the seque
popular c



RUGBY - THE WORLD CUP

Rightly likened by CU sim buff, Mark Patterson, to Kick Off with an oval ball, Rugby - The World Cup will have you clutching the controls in anticipation.

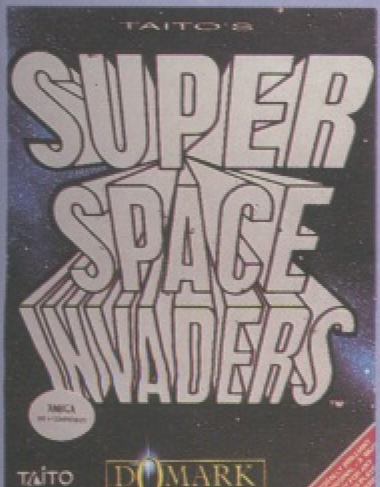
PITFIGHTER

How dirty do you want your gang beat em' ups to be? Pitfighting is the world's nastiest sport, which makes it a classic choice of subject for a game. Domark have done a



great job converting Tengen's coin-op, including the fully digitised animation.

SUPER SPACE INVADERS



It's been a long time coming but, after more than 13 years, we have the sequel to one of the most popular coin-ops of all time. A cracking conversion and a joy to play, nostalgia freaks and shoot 'em up fans will lap it up.

TRIVIAL PURSUIT

Everybody's favourite board game comes to the Amiga in this computer rendition of the cult



party game. Slam around those cheeses while testing your general knowledge to its limits. A Domark best seller and deservedly so.

SUPERHEROES

Brawn meets brain in this four game compilation. Slug it out with south american drugs barons, imperial storm troopers and



sadistic game show hosts, as Domark take you Bond and beyond with Licensed To Kill, Barbarian 2, Running Man and Star Wars.

CU AMIGA T-SHIRT

Only wear the best from the best. The CU Amiga T-shirt is made from



heavyweight polycotton, and it sports a limited edition illustration by top artist, Tom Kyffin. A qualitv product, this is the garb that the CU crew wear and wear again. Pure genius, as they say....

CU AMIGA MOUSE MAT



Durable and a gem to use, why not have our mouse mat? Sporting the CU Amiga logo, this classy red, white and black mat is the very best in work surfaces. Don't be disappointed: order this excellent product now.

NB: The free gift is only available to UK residents. Please note that your gift will be mailed separately to your first issue.

SUBS SUMMARY

12 issues (UK Residents) £47.50 24 issues (UK Residents) £95.00
12 issues (Air Europe)£65.00 24 issues (Air Europe)£130.00
12 issues (Rest Of The World- air mail) 96.50 24 issues (Rest Of The World- air mail) 193.00
We suggest that overseas readers pay by International Money Order.
Place your order by completing the coupon, or by sending your details on a post card to CU Amiga Subscriptions Department, or ring our special 24 hour order hotline on 0858 410 888.

This offer closes on April 25th 1992.

ORDER FORM

TO : CU AMIGA SUBSCRIPTIONS DEPARTMENT, PO BOX 500, LEICESTER, LE99 0AA.

Name ______________________________

Address ______________________________

____

____

Post Code ______________________________

I would like a subscription for 12 issues ❑ please tick box
I would like a subscription for 24 issues ❑ please tick box
Please start my subscription from the ________ (enter month) issue of CU Amiga

I would like the following FREE gift (please tick box - one only!)

Rugby - The World Cup	❑	source code 0054H
Pitfighter	❑	source code 0050Q
Super Space Invaders	❑	source code 0051U
Trivial Pursuit	❑	source code 0052Y
Superheroes	❑	source code 0053D
T-shirt	❑	source code 0055M
Mouse Mat	❑	source code 0056R

I enclose a cheque/postal order made payable to EMAP Images for £ ______________

Please charge £______ to my Access/VISA/Diners Club/AMEX (please delete as appropriate).

Card Number ______________________________

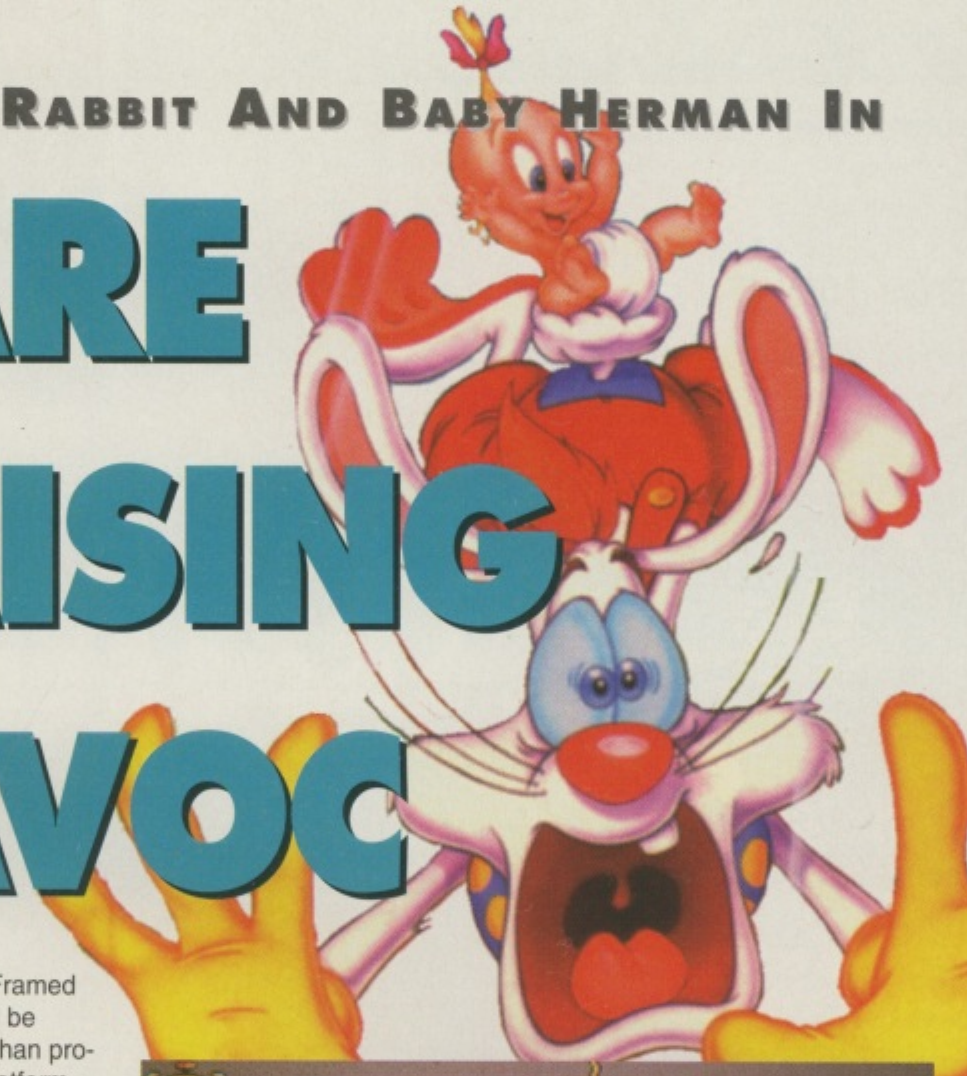
Expiry Date ______________________________

Signature : ______________________________

Fulfilment and enquiries : Alan Wells International, Memberline House, Farndon Road, Market Harborough, Leicester LE15 9NR. Tel: 0858 410 510.

ROGER RABBIT AND BABY HERMAN IN

HARE RAISING HAVOC



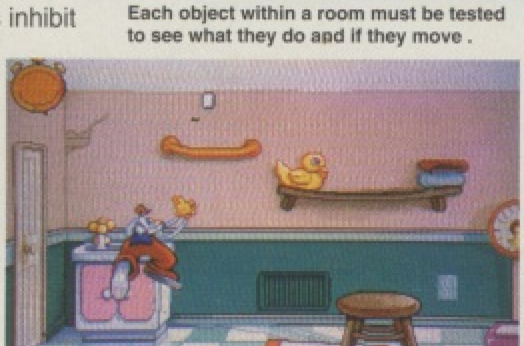
If you've seen 'Who Framed Roger Rabbit?' you'll be pleased that, rather than producing a half-hearted platform romp, Disney have gone all the way with a cartoon quality, puzzle solving adventure.

As in the film, Roger has been left in charge of Baby Herman. A supposedly simple task, but Herman spies a huge replica milk bottle atop the neighbouring Moo Dairy and decides that this would be a far more interesting playground. Your task, as the Maroon Cartoon star, is to return the infant to his crib before mother comes home. Two things inhibit the rabbit's progress: one, he's been locked in the house and the other is the steadily-decreasing time limit. Secondly, although the in-game clock has 60 minutes on it, in reality you've only got 20.

Roger has to work his way through three rooms inside the house, three scenes outside and the final challenge in the dairy. The star really earns his money, and along the way is bitten by savage mice, dogs, piranha fish and burnt, frozen, run over and drowned. The solutions to the scenes show real imagination, and although the tasks start easily enough they become exceedingly complicated. The first scene only requires seven moves, but later stages might need anything up to twenty-five.



Each object within a room must be tested to see what they do and if they move .





Escaping the living room is easy, but can Roger get the key in the fish tank?



On landing on the table, Roger must guide his trip up on to the sink.

All the scenes require experimentation and only trial and error will see you through. If you find yourself standing on an incredibly bouncy sofa, it's necessary to find out the effect it will have on Roger. For example, jumping off the sofa onto the fan sends Roger crashing into the floor. By pushing a nearby stool into your line of trajectory, it's a safe bet that the luckless rabbit will ricochet off onto another strategically-placed utensil, and eventually out the window. By now, having seen Roger squash into the floor and smash into walls, you begin to realise why the game is so short and covers six disks. The animation of the suicidal bunny is superb and the game contains more speech than I've heard in any game – which has been taken from the film. Also, probably in an attempt to keep you playing, Jessica, Roger's curvaceous wife, even makes a cameo appearance towards the end.

As always with animation of this quality, there's a price to pay. Although it's more playable than most, the game is reduced to simple joystick pushing akin to *Dragon's Lair*. The animation, despite needing at least 1Mb and a hard disk, often stops in mid flow, disrupting the cartoon feel. It's not always obvious what to do next and going back to the beginning when the time runs out is very aggravating.

That said, it's a brave attempt at an entertaining and initially amusing title. Roger stands a third of the screen high and actually looks like a slightly anorexic version of the character we all know. Even so, he moves realistically and performs his tasks in detail. If you own a hard drive, and want to impress people, *HRH* is a worthwhile purchase, but a readily disposable one.

Steve Keen

P-P-P-PLEEEEEEASE!

Roger Rabbit became a major star, after his teaming with Bob Hoskins, and even got a spin-off mini film using the cartoon crew. There was talk of a series but it's since been put on hold. Never hearing Roger's shrill voice again is no bad thing, but if his wife's never allowed to tread the boards again, it would be a tragedy!



DISNEY £25.99

"Charismatic cartoon chaos, at a price"

GRAPHICS	89%
SOUND	90%
LASTABILITY	70%
PLAYABILITY	69%

OVERALL 73%

PHOENIX

RAM expansions made for the older A500 will not work with the new A500 Plus if they are populated to more than 512k. Phoenix have developed a range of RAM expansion units specifically for the new A500 Plus.

WHY DO YOU NEED PHOENIX RAM EXPANSIONS?

The A500 Plus can only be expanded to 2 Mb of chip RAM using the trap door expansion port.

Chip Ram is required to unleash the full graphics capabilities of the Amiga 500 Plus

The A500 Plus can only use specific RAM expansion modules that will do this such as Phoenix.

Phoenix Ram expansion modules are built to the highest possible standards in the U.K.

Each unit is individually inspected and tested before release.

Phoenix 1 Mb RAM modules come in either 512K, 1Mb or unpopulated configurations.

All Phoenix product is backed by a full 2 year replacement guarantee.

TWO YEARS GUARANTEE 2

EXPAND

your AMIGA A500 *Plus*

with the

A500 *Plus* 1Mb RAM modules

The Phoenix 1mb RAM expansion is available either unpopulated, populated to 512K or fully populated to 1Mb. All boards use industry standard 256 by 4 DRAMs. The Phoenix Ram will fit simply into the trap door expansion port without any modification and **Will Not** invalidate your warranty.

Unpopulated
only £19.99

512K populated
only £39.99

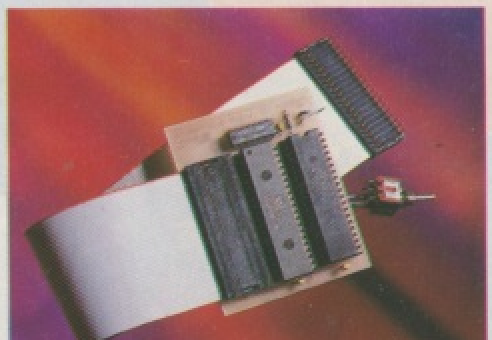
1Mb fully populated
only £49.99



Kickstart ROM1.3/2.04 sharer

Because some older Games and Business software will not run on the new Kickstart 2.04 ROM Phoenix have designed a sharer for both ROM chip sets.

Switchable between 1.3 and 2.04 you can get all the benefits of the latest A500 *Plus* without the drawback of losing some of your favourite software.



Kickstart ROM1.3/2.04 sharer
only £24.99
(ROm chips not included)

Kickstart ROM 1.3 chip
only £29.99

Kickstart ROM 2.04 chip
only £39.99
Now in stock

Order Hotline

TEL. 0532 311932

FCC Distribution, Unit 8, Armley, Park Court, Stanningley Road,
Leeds LS12 2AE. Tel (0532) 311932. Fax 637689

Phoenix products are solely distributed in the UK by FCC Distribution Ltd.
TRADE ENQUIRIES WELCOME

MasterCard EUROCARD Access VISA

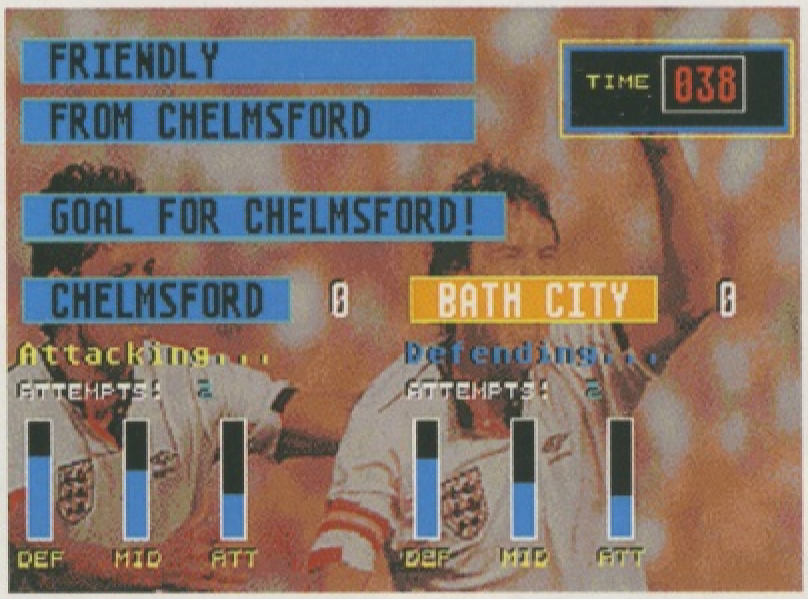

TITUS the FOX
To Marrakech and back
Join Titus the Fox in his hilarious adventure "To Marrakech and Back". On foot, riding a skateboard or flying your magic carpet, you set off across the Sahara to free your kidnapped love - Foxy! You encounter many enemies such as Babyboon, the kid with the deadly bottle, and Toyo the spectacled snake.
This mega-game has already been hailed by the critics as the reference for Jump'n'Runs in the computer-games world.
PLATFORM GAME OF EXCEPTIONAL SIZE:
MORE THAN 900 SCREENS ON 16 LEVELS WITH 54 EXTRAORDINARY ENEMIES. SECRET ROOMS, HIDDEN BONUSES AND DEADLY TRAPS.
EXPLOITS FULL CAPACITY OF EACH MACHINE:
AMIGA (50 HZ, MORE THAN 60 COLOURS ON SCREEN, HARDWARE SPRITES). PC (ADLIB CARD).
UNIQUE SYSTEM OF INTERACTION:
PLAYER - ENEMIES - OBJECTS - BACKGROUNDS.
OPTIONS:
LEVEL CODES, CONTINUE, AJUSTABLE MULTI-DIRECTIONAL SCROLLING.
Demonstrate your agility overcoming obstacles.
Eliminate your enemies in cold blood....or by surprise
Pick up "Great Oaf" from behind and paste him to the walls.
The bowling in this game great, particularly when your enemies are the pins
Can your find your way to the hidden rooms full of bonuses, additional energy and extra lives.
AMIGA
ATARI ST, PC,
COMMODORE 64,
AMSTRAD CPC
TITUS
Distributed by
PALACE SOFTWARE LTD.
THE OLD FORGE BUSINESS CEN
7 CALEDONIAN ROAD, LONDON
TEL.: (071) 278 0751
©1992 Titus. Titus the Fox, Titus and the Titus logo are registered trademarks of Titus, all rights reserved - Product description and screenshots represent Amiga version - Screenshots are only intended to be illustrative of the game and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computer specifications - Additionally, some features may not be available depending upon the computer specifications - Titus reserves the right to make modifications in the product at any time and without notice - Availability of formats may vary.

CHAMPIONSHIP MANAGER



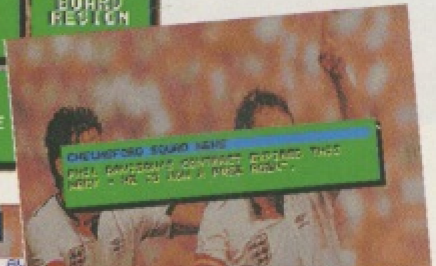
Football management games are back in vogue, and the chance to be the next Graham Taylor has captured the imagination of both programmers and punters alike. Over the past few months we've seen *Super League Manager* from Audiogenic and *The Manager* from US Gold and now Domark have entered the fray with *Championship Manager*.

The overall aim is, as usual, to guide a team through a season, putting the big white ball into the opposition's net as often as possible without letting them do the same to you. At the end of the season you want to be top of the league and own as many championship trophies as possible – even if it is only from the Domark cup.





Even when a match is progress, there's still enough action to hold your attention. Ron Atkinson - watch out!





A wealth of options are available to help guide your team to the top of the table - or to the Domark cup.

The game system is very complex and detailed, with more statistics and numbers than you'll find on an average poll tax bill. Information ranges from a player's passing and heading skills, to their creative and inspirational abilities, right down to the attitude of individual managers.

The game is entirely mouse-controlled, run from a series of on-screen menus arranged as large text boxes, and illustration is limited to attractive digitised backdrops. The game menu gives access to each team's results, forthcoming fixtures, current standing in any of the game's dozen cups and championships as well as transfer market details and a resignation option should things get to tough for you to handle.

Interestingly, though, resigning from a club doesn't end the game. Managers are always being hired or fired, as in the real-life game, and one moment you may find yourself managing Preston North End and the next accepting a multi-million pound deal to take over the helm at Liverpool.

For statistic freaks, there are 1500 players in the game, each with their individual skilsl and fitness levels, age, moral, attitude, physical details and a five-year career history. These are spread over eighty teams, along with 650 coaches, managers, trainers and scouts. Four people can *Championship Manager* play at once, competing for league success, along with the Barclays 'Manager of the Month' and 'Manager of the Year' awards.

Most of the game options will be instantly familiar to fans of the genre. These include team formation and selection, dealings in the transfer market and training options. Of course, all the extra information available gives more value to your judgments, but it would have been nice to see a little more in the tactics department.

The only changes you can make to your team's tactics are in their formation and a choice of five different playing styles, varying from continental to long ball styles. Thankfully, the different styles actually make a difference when playing different teams. A short passing game may work fine in one case, but against Juventas it probably wouldn't work.

Matches are played out in accelerated real time, with a clock counting the minutes in one corner, with six bars depictingthe strengths of each team's defence, midfield and attack, and a meter to detail the number of attempts at goal each team has had so far. When goals are scored, the match pauses to tell you know who's scored and how. Each match is over quite quickly, and provides enough constantly updating information to keep you interested.

Playing *Championship Manager* is rewarding. The game is complex and involving enough to make you believe your decisions are having an effect, allowing you to rightfully bask in your team's success. If it weren't for the rather weedy tactics selection, the game would be faultless. Easy to get into, it's playable at a basic level, but best enjoyed when you've learnt the game system. One of the best around.

Tony Dillon

THROWING A WOBBLER **A manager's mood can also affect a team's chances of pulling off the championship. If you go about your job with ruthless determination and don't mind how many toes you step on to attain your goals, don't be surprised if your entire team asks to be put on the transfer list. Likewise, if you're too wishy-washy, players will ask for huge wage rises and extended contracts. At the beginning of the game, you can select from a vast array of moods ranging from unselfish to rebellious and even withdrawn – the choice is yours.**

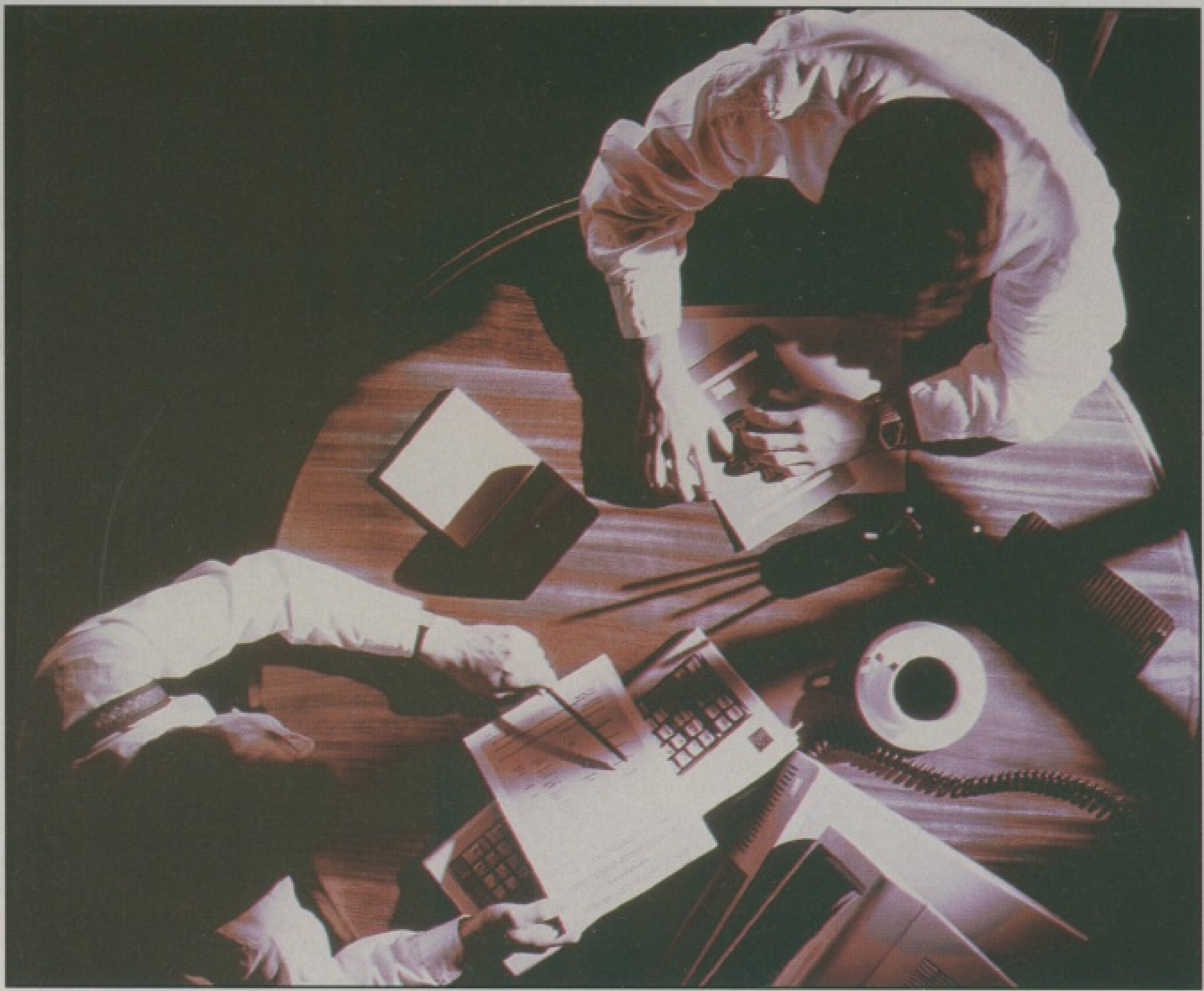
DOMARK £25.99

'Innovative multi-player management sim...'

GRAPHICS	65%
SOUND	NA
LASTABILITY	90%
PLAYABILITY	88%

OVERALL 84%

"It's clear from this evidence...



...that we should be playing Sid Meier's Covert Action."

Use your skills in deduction to foil terrorists, spies and criminals around the world.

MICROPROSE™
SIMULATION • SOFTWARE

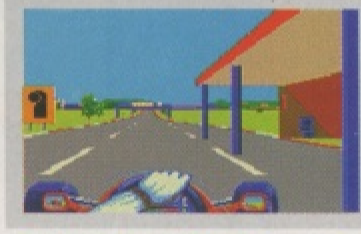


Covert Action, for your IBM PC compatibles, Commodore Amiga and Atari ST from the creators of **Railroad Tycoon** and **Civilization**. MicroProse Ltd. Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8DA. Tel: 0666 504 326

VROOM



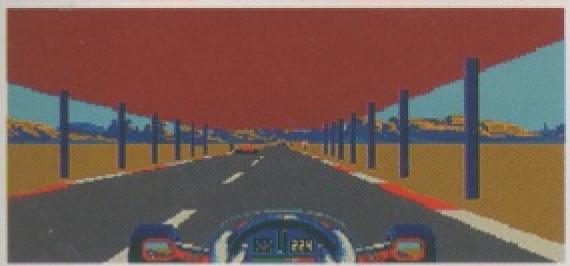
TYRED OUT Each of the six courses features a series of sharp corners which will send any unwary racers shooting off the track. This affects your car in a number of ways, with the wheels buckling and the engine pumping out smoke after every accident. A limited number of crashes can be sustained, but valuable time and fuel are also wasted, giving your opponents the opportunity to overtake. All of your car's features are in limited supply, and dashboard indicators are colour-coded to represent the state of your fuel, tyres, and engine. However, to effect much-needed repairs a pitstop is located to the right of the starting line.







Although the roadside obstacles are thin and weedy, they prove extremely damaging to your vehicle. Also, leaving the track at great speed will leave you with buckled wheels!



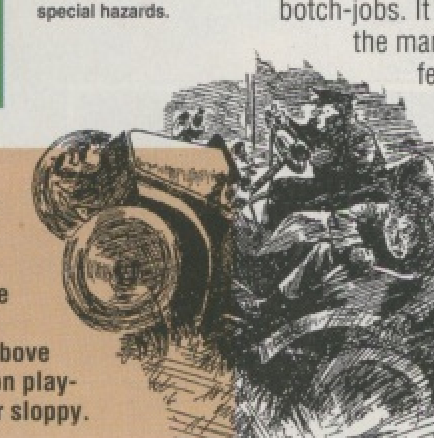
Left: Whenever your car whizzes through a tunnel, the screen darkens accordingly, and the sound is muted slightly to add to the realism.



Left: There are six tracks to attempt, ranging from Sweden to the U.S of A, and each has their own winding corners and special hazards.

It's somewhat ironic that the area where most race games fail is probably the most important aspect of the genre - speed. Notable stalled attempts have been the *Chase HQ* games, the *OutRun* series, and *Continental Circus*. The list of winners is limited to *Super Monaco GP* and Geoff Crammond's vector-based epics. In *Vroom*, though, Lankhor have something of an oddity.

With its minimal graphics, the average Amiga owner weaned on graphical wonders such as *The Godfather* and *Space Ace*, wouldn't give *Vroom* a second glance. However, cowering behind its 8-bit facade, it's one of the fastest racers you're likely to see. Not since Psion released *Chequered Flag* onto the bustling 48K Spectrum market has such a simple race game proved so playable, and the addictivity *Vroom* generates makes it far superior to the said coin-op botch-jobs. It may not feature the many houses and fences that line *Chase HQ*'s roads, but the programmers have instead planted sparse trees which, whilst equally as damaging when hit, ensure the game nips along at break-neck speed.



Opening with options ranging from linking up two machines, to selecting one of the six international tracks and gear systems, *Vroom* skips any unnecessary hassle, allowing the player to get straight into the game. Seated behind the wheel of what appears to be a go-cart but is actually a state-of-the-art Formula 1 racer, and using the joystick or the mouse to steer this unimpressive vehicle, the basic aim of *Vroom* is to overtake a predetermined number of opponents, thus guaranteeing your qualification to the next circuit. However, as your prowess grows, so do the number of opponents you need to overtake.

Unfortunately, it is this simplicity that proves to be *Vroom*'s downfall. The action is limited to whizzing around the tracks, and this offers very little variety. Although an eye must be kept on your tyres, engine and fuel, staying on the road is your prime concern and rather a dull one. Thus, although *Vroom* has the speed that the coin-ops lost in favour of content, it needs a compromise with the speed retained but something added to capture the imagination. As race games go, *Vroom* is certainly one of the fastest and more playable, but alas it has all the content of a packet of Polos.

Steve Merrett

OPTIONLESS Although Lankhor have made *Vroom* quick and easy to get into, a number of options mentioned in the manual are conspicuous by their absence. For instance, the supplied sheet says that your car can be recentred using the 'Help' key if you start to career off the road, and another is supposed to let you view the car from above whenever the F10 key is pressed. Unfortunately, on playing, neither work, making the manual seem rather sloppy.



The tracks are shown as a rough guide in the top-left of the screen when you are racing and give an early warning of oncoming corners and hazards. In addition, an approximation of the track's length is given so that you can judge how long your fuel will last.

LANKHOR £25.99

' **Fast but ultimately forgettable...** '

GRAPHICS	66%
SOUND	54%
LASTABILITY	58%
PLAYABILITY	83%

OVERALL 71%



TAKE YOUR SENSES TO THE EDGE...
... AND BEYOND!
SPACE CRUSADE
FAILURE BRINGS NOTHING. SUCCESS WILL BRING IMPERIAL HONOURS...
Enlist with the Space Marines and enter the fiercest conflict mankind has ever faced! Forgotten starships infested with a multitude of evil creatures from the Realms of Chaos drift from the Warp...
...Aboard th silent alien hu the space Mar battle to s humanity. Only bravest return f fighting the ho of Chaos and mighty war mach Dreadnou Will you be o of them?
Available on: Atari ST/STE, IBM PC, Amiga Spectrum, CBM 64/128 and Amstrad Cassette & Disk.
Screen shots from Amiga format
GREMLIN
Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS.
© 1991 Hasbro Bradley UK Limited. All rights reserved. "Space Crusade" was developed in association with Games Workshop Ltd.

TITUS THE FOX

CU AMIGA SCREENSTAR

After the super-slick success of *The Blues Brothers*, French outfit, Titus, are back with another jump'n'run extravaganza. This time, though, the action centres around the exploits of the rascally old fox who graces Titus's logo as he sets out to rescue his kidnapped girly from the unspeakably evil Shah Hassan. And, naturally enough, all sorts of villains, henchmen, thugs and sword-wielding maniacs are out to tan his hide in the process.

In all, there are 15 levels to complete (plus a kiss'n'cuddle end-screen), each offering a different graphical theme. For instance, some levels are set in the grimy backstreets of Marrakech and come complete with overflowing sewers, rabid dogs, drunken bums and patrolling thugs. Others are set in the sandy dunes of the Sahara, on building sites, deep in subterranean caverns, or amongst the bedouin campsites of nomadic tribesmen. The in-game tune also attempts to instill the proceedings with a suitably Arabic flavour, but proves to be mildly irritating instead.

Each of the assorted nasties has a particular attack pattern. Most annoying are the buzzing bees which stick to you like glue and rapidly sap your energy until death awaits. To replenish any lost energy, there are health icons dotted around each level (often in incredibly inaccessible areas) and these offer a much-needed shot in the arm. There's also a level code at the start of each area and a padlock icon which acts as a restart point should Titus lose a life.

The joystick controls allow Titus to crawl along the ground, jump over obstacles (and change direction mid-jump), and speed along the ground at a fair old rate. Speed is the key here as the player is given control over the rate at which the game ➤



PLATS ENTERTAINMENT

After the runaway success and critical acclaim lavished on their Blues Brothers licence, Titus immediately commissioned another in-house team to design a follow-up. *Titus the Fox* is the result of all their hard work. Such is the competition between the French company's in-house teams, though, that the *Blues Brothers* coders promptly started work on a new, improved sequel – which is rumoured to be far superior to any other Amiga platformer, and should be ready by the end of the year.





..*Left*: The streets of Marrakech are filled with all manner of loonies, and they're often armed with knives, swords, submachine guns and other more deadly weapons.



Below left: Before you meet a grisly end at the hands of this skinhead, smash the bottle over his head to send him diving off the screen.



Below: Bedouin tents form part of the backdrop to this level, which is populated by sword-wielding tribesmen.

TITUS THE FOX

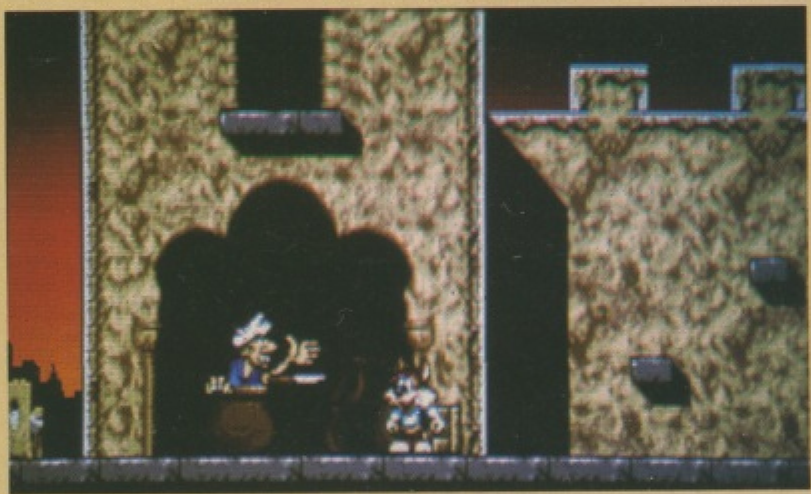
plays. Pressing F10 halves the game's speed, and although Titus's speed is reduced to that of a nailed-down slug, it makes hopping across platforms. Help is also given via a series of objects which are scattered throughout the game. These include a spring to reach inaccessible parts of the game, and a bowling ball to flatten oncoming nasties. There's also an airborne magic carpet, a skateboard and a scooter to speed up your progress - of these, though, the best is the skateboard which allows you flatten anyone who gets in your way. A neat touch to an already well-crafted game.

Fighting off the bumbling nasties is effected by throwing bottles, boxes, bins and other such objects at the oncoming hordes. Lob one of these in the direction of the said nasties and they'll invariably leap off the screen with an angry scowl across their faces. Be careful not to get clobbered by your own missile, though, or you'll end up seeing stars and losing much-needed energy. After all, although there are unlimited continues for each level, you're limited to three lives, so be careful out there... If you're feeling particularly cocky, though, it's also possible to sneak up behind an adversary, pick 'em up and throw them instead!

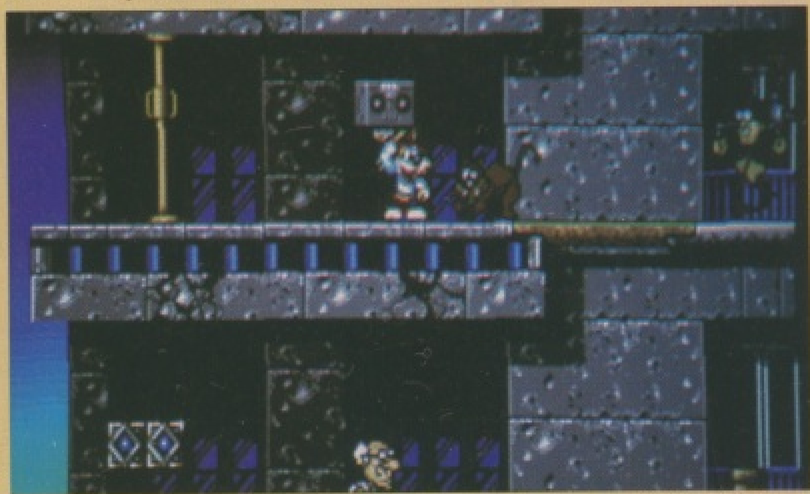
There's very little to criticise about *Titus the Fox*. In super-fast mode the scrolling becomes slightly jerky if there are more than four sprites on screen, and the slower option also suffers from staccato scrolling. The sprite detection is also dodgy in places which is always annoying in a platform game. Still, these points fade into insignificance when compared to its many plus points..

Fox hunting may not be very fashionable at the moment, but that hasn't stopped Titus constructing an entire game around it. *Titus the Fox* is easily their best platform game yet. It's a joy to play and offers more of a challenge than the usual jump'n'run games due to its cunning puzzles and the sheer variety of enemy sprites on the prowl. There are more than 900 screens in total which will keep even the most experienced games-player engrossed for weeks.

Dan Slingsby



Opponents are often hidden from view and will pop out of their hidding places to deliver a fatal blow at the least expected moment. Approach all objects with extreme caution until you're sure of their purpose.



Some of the levels are massive affairs, often taking up more than 50 screens. In this level, the action takes place over a multi-level tenement building with all kinds of frustrated neighbours taking their anger out on you!





At the start of each level is a password. Make a note of the number so that it's possible to restart the game at the beginning of that particular level.



Falling stalactites are just some of the obstacles to overcome in this underground sequence. Timing is all-important here, so it's best to slow the game down for this part.

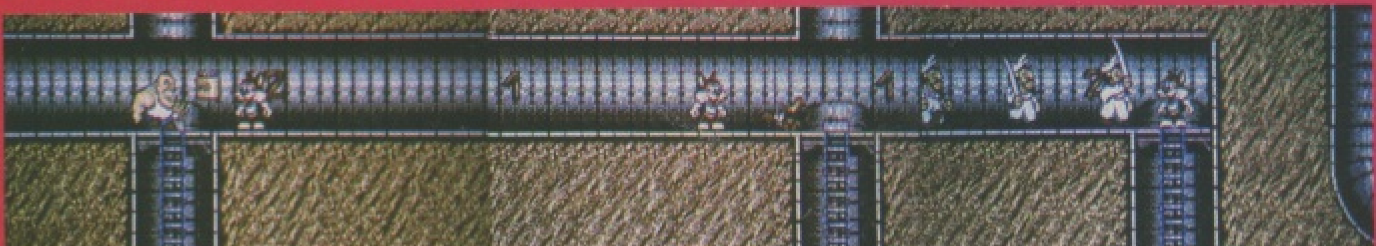
TITUS £25.95

'Polished multi-level jump'n'run game'

GRAPHICS	86%
SOUND	76%
LASTABILITY	90%
PLAYABILITY	92%

OVERALL 91%

TUNNEL VISION There are a number of hidden bonus rooms and secret passages on each level as well as a number of puzzles to overcome. These include a devilish network of underground tunnels on one level with many passages leading to lava pits or dead-ends – at the time of writing this review I'm still well and truly stuck on this level (thirteen). Mapping skills definitely come in handy! Other puzzles include negotiating seemingly impossible obstacles or retrieving objects for use at later points in the game.





detection
es which
a plat-
e points
ce when
y plus

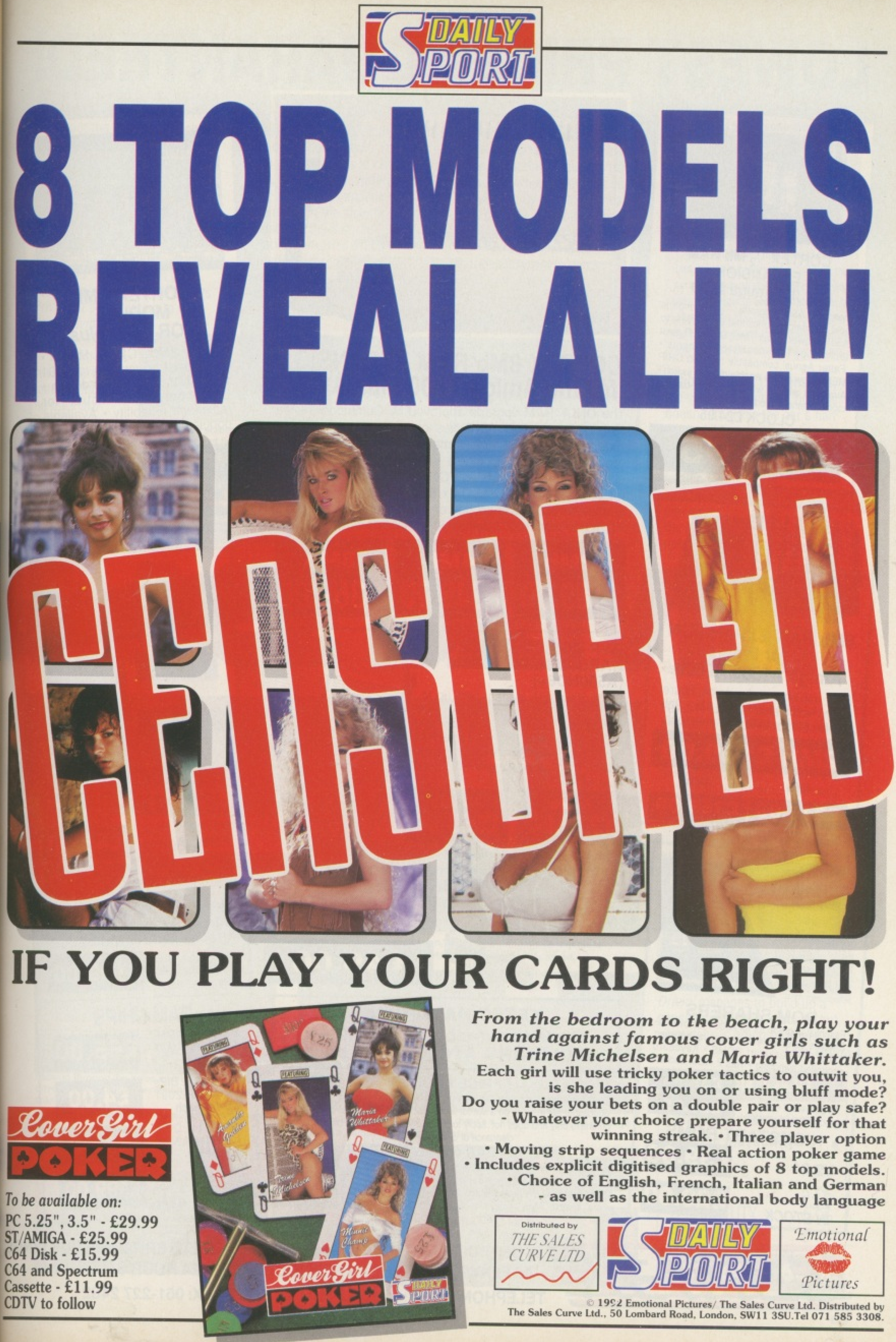
not be
ne
n't
ucting
nd
sily their
et. It's a
more of
usual
e to its
the
ny
There
creens in
even the
mes-
weeks.
Slingsby

ne of
this
g is
to
part.

5
vel

86%
76%
90%
92%
91%

well as
h

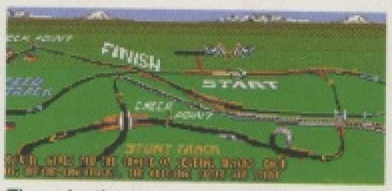


RACE DRIVIN'

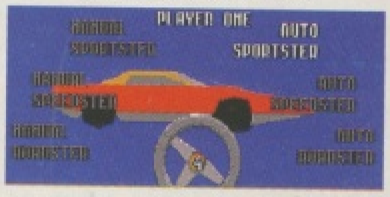
After much stalling, and more than its fair share of false starts, Domark have finally put the finishing touches to *Race Drivin'*, the coin-op sequel to *Hard Drivin'*, one of the finest vector racing games to date.

The original saw you racing a shoe box around a speed track and a rather tricky stunt track resplendent with jumps, bridges, and a 360° loop. Hot on the heels of last month's *4D Sports Driving*, it's interesting to note *Race Drivin'*s similarities.

The game has three different courses, including the *Hard Drivin'* track. You also get a Super Stunt track, with more loops than a bowl of spaghetti, and a short but fast flat circuit. The game lets you access any of these tracks and, as a result, there's little sense of progression or, indeed, achievement in completing a circuit. To do so, there are three cars to choose from, and each has different handling and speed capabilities, ranging from the slow but steady roadster to the fast, but unpredictable speedster which sometimes forgets to take a bend. However, there is also a nippy sportster which offers a sensible mid-point between the two. All are available with manual or automatic gears, come with plates and tax disk, and are ready to roll. Roll being the operative word.



The selection screen where your choice of car and track are made.



As before, the action is portrayed from a first-person perspective, with your view of the outside world shown above a small but detailed dashboard. At times, it appears as if you are actually floating above the track, especially when other cars seem to overtake by passing beneath your car. The only other viewpoint is a distant external view which is useful for showing your more spectacular crashes, but is of little practical use.

On the graphics side, the road moves smoothly and is convincing whenever the track is free of other objects. However, as soon as a more complicated object appears (buildings, trees, or what appear to be cardboard cut-out cows, for instance), the update slows dramatically spoiling the overall effect and playability.

The game controls are the biggest drawback. Although your car can be controlled via the joystick or mouse, the handling just doesn't feel right. There's an option to adjust the sensitivity of the vehicle's controls, but this doesn't improve the car's handling abilities and merely serves to increase your chances of veering wildly off the road and totalling your motor.

The amount of wheel lock is shown by a small vertical line at the bottom of the screen, with a notch to show the central position. However, the distance between the notch and the line doesn't translate into a constant turning ratio. Oversteer is an annoying problem, and one that is difficult to correct, especially when the game begins to slow down, leaving you zig-zagging across the track. When you consider that you're competing against the clock, the game left me grinding my teeth rather than the gear stick on more than one occasion.

In these days of *Thunderhawk* and *F-29* which use fast and smooth polygons, why are racing games left in the slow lane? *Race Drivin'* manages to build up a considerable head of steam but, ultimately, is going nowhere.

Tony Dillon

TAKING CONTROL

The game was originally designed to be controlled via a mouse. Moving the mouse to either the left or right corresponds to the degree of turn put on the car and moving the mouse the other way centres the wheel. Unfortunately, such a control method is rather alien to joystick wagglers. While pushing the joystick right turns the car in that direction, pushing it left doesn't mean the car will instantly change direction. Instead, the car will slowly straighten its course and only then begin to arc left. This might be closer to the real thing, but finding the right balance between controlled turning and wild skidding is incredibly difficult.



With the 'Full Terrain option on, the number of roadside objects is increased, but is extremely detrimental to the game's speed.



Passing through the gates awards the successful driver with bonus time, extending play by a few scant seconds.



If you tire of wrecking your motor, there's a 'free' video with the package showing a number of amazing crashes.





DOMARK £29.99

'Standard racing game lacking playability'

GRAPHICS	73%
SOUND	53%
LASTABILITY	67%
PLAYABILITY	64%

OVERALL 66%



BSS JANE SEYMOUR

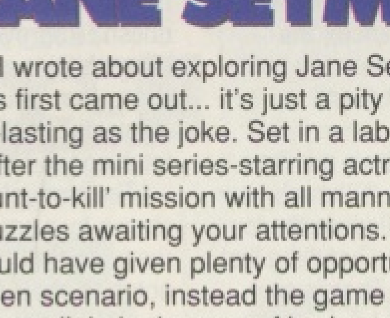
Ah, the times I wrote about exploring Jane Seymour's bowels when this first came out... it's just a pity that the game is about as long-lasting as the joke. Set in a labyrinthian space station named after the mini series-starring actress, *BSS Jane Seymour* is a 'hunt-to-kill' mission with all manner of aliens and object-related puzzles awaiting your attentions. Sadly, whereas this would have given plenty of opportunities for exploiting the Alien scenario, instead the game is a plodding runaround, with very little in the way of brain or reflex-stretching ideas.

It's by no means all bad, though, and there's plenty to see in *Jane*'s many passages (titter), just don't expect anything to rival *Dungeon Master*. Not one of Gremlin's better releases, and only really worth a gander if you're desperate for a spot of space exploration.

GBH OUT NOW £7.99 70%

OFF-ROAD RACER

Following their excellent *Rainbow Islands* conversion, Graftgold's next coin-op licence for Virgin was equally hot. *Iron Man Stewart's Super Off-Road Racer* (to give it its full name) is another variant on the *Supersprint* theme, with the wimpy cars and tracks replaced by massive trucks and slippery, tortuous dirt-tracks. Whereas past games in this style have been limited to figures-of-eight and loops, *Off-Road*'s tracks are winding affairs, featuring jumps, chicanes and tight corners. In addition, to aid the veteran driver, extras including better tyres, higher-performance engines and nitro boosters can be bought to 'pep' up your vehicle's performance.



This is a faultless conversion, and the enjoyment is enhanced with the addition of a second player. The trucks are extremely manoeuvrable, and control over them is simplicity itself. Add to these some ruthless computer opponents and a good selection of tracks, and you have an excellent rerelease.

VIRGIN OUT NOW £7.99 93%

Times are hard, but Steve Merrett is here to guide through the minefield that is known as the world of budget releases...

3D TENNIS

Until the release of Infogrames' *Advantage Tennis*, this Sensible Software version of the sport was seeded number one. It broke away from the 'normal' sprite-based sims, by depicting the players as vector-drawn figures, and whilst this sounds an unfeasible system it actually works a treat. Offering a multitude of championships and leagues, all the rules of the game have been incorporated and the triangular figures can perform most of the acrobatic feats previously only accessible to the likes of Becker and Lendl.

In terms of gameplay, though, *International 3D Tennis* comes a bit of a cropper. At first, the game seems very controllable and it's possible to be pinpoint accurate with long shots or smashes, but this gives way to tedium as the computer-controlled players are revealed to be weak opponents, offering very little challenge. That said, though, *3D Tennis* still ranks as one of the best of the genre and even though *Advantage Tennis* knocks it out of the court, any budding McEnroes or Nattyrat... Navrati... Navverat... Steffi Graf's are recommended to give this budget offering a go.

GBH OUT NOW £7.99 76%

DOMINATOR

As a respite from their beat 'em up escapades, *Dominator* represents System 3's sole 16-bit attempt at a shoot 'em up. Spanning five levels, *Dominator* is a traditional horizontal and vertical-scroller with plenty to shoot and collect, and rounded off with the totally unexpected (irony) end-of-level guardians. With System 3 famed for their inventive and attractive graphics, *Dominator* looks extremely tame, and this mediocrity is carried through to the gameplay which is dull and over-hard. It seems it was made harder to balance out the lack of levels, but the many waves are rendered virtually indestructible due to the sprite detection which kills the player whenever a bullets so much as looks their way. Complete trash, and not even worth the new reduced tag.

KIXX OUT NOW £7.99 31%


VROOM
• 3D perspective of the racing track
• Arcade and competition levels
• Controls: mouse or joystick
• Possibility of practice laps and qualifying rounds
• Save option available for championship races
• Possibility of being connected to another computer
Grand Prix of Austria Zeltweg
Grand Prix of France Castellet
Grand Prix of The USA Watkins Glen
Grand Prix of Japan Fuji Yama
Vroom offers you supreme arcade-action and assures you of a racing game of exceptional smoothness and speed!
Unique graphic environments and realistic sound effects are combined with incomparable control...
UBI SOFT U.K.
Saddlers House, 100 Reading road
Yateley, Camberley, SURREY GU17 7RX
Tel. (0252) 860.299
AVAILABLE ON AMIGA AND ATARI ST
Lankhor

TURRICAN II

Comprising elements of nearly every Amiga shoot 'em up, *Turrican II* is a supreme blast, which still outstrips most of its full-price rivals. Although not boasting a great deal over its predecessor, the sequel sports improved graphics and effects, whilst retaining the run'n'shoot scrolling action of the original. In addition, it also takes the opportunity to expand our tin-plated hero's armoury, and adds numerous new bombs, lasers and effects. For those of you not familiar with the series, then this is your perfect chance to get acquainted. *Turrican II* is a classic shoot 'em up, starring a robotic warrior as its hero. However, whilst containing numerous shoot 'em up ideas within its dozen or so massive platform-laden levels, there are also sequences culled from the *Mario* series, such as secret blocks and rooms.

***Turrican II* is faultless in every respect. Owners of the first game can benefit from this sequel's new maps and tougher guardians, and the game's massive levels mean that it will offer excellent value for money. Whether you're a casual blaster or a die-hard veteran of countless space wars, *Turrican II* is for you: it's fast, it's action-packed, and it's nothing short of brilliant.**





KIXX OUT NOW £7.99 95%

GAME OF THE MONTH

SHADOW WARRIORS

Slightly overshadowed by the release of *Total Recall* first time round, *Shadow Warriors* is a playable conversion of the popular Taito coin-op. Starring two lithe ninjas, the player(s) have been given the task of infiltrating a drug-runner's base in an assassination mission. What separates *Shadow* from the countless other martial arts games available, is the flexibility of the characters and their surroundings. Whilst many games purport to let the player fully interact with trees and walls, *Shadow Warriors* allows the players to swing from lampposts, uproot phone boxes and kick people into or against walls. As the duo progress, their surroundings change from streets to swamps and eventually into Mr Big's lair, and all boast an army of sprites out to halt your progress.

Shadow Warriors is a playable - if unoriginal - game, and whilst it's by no means the ultimate conversion, it makes *Double Dragon*'s Lee brothers look like Hinge And Bracket.

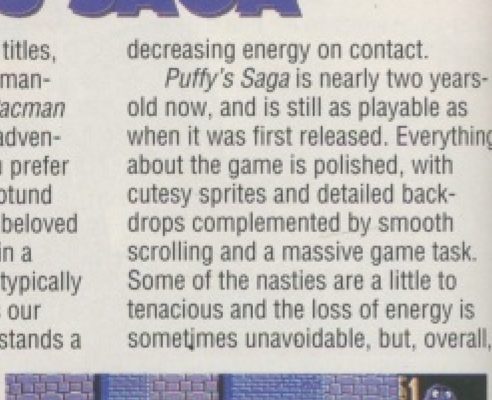


THE HIT SQUAD OUT NOW £7.99 85%

PUFFY'S SAGA

One of UBI Soft's 'odder' titles, *Puffy's Saga* somehow manages to unite *Gauntlet* with *Pacman* to create a nifty little arcade/adventure. Puffy (or Puffette, if you prefer to play as the female of the rotund species) must search for his beloved who has been stashed away in a dingy, multi-level tower by a typically nasty baddy. She now awaits our hero's rescue, but before he stands a chance of freeing her, Puffy must collect all the little gold dots which have been scattered across the tower's floors. In addition, doors must be unlocked before other areas can be entered, and this requires one of several keys. This, of course, sounds a little too easy, so the evil kidnapper has spiced your mission up with the addition of all sorts of ghosts, dragons, and baddies who will sap your ever-decreasing energy on contact.

Puffy's Saga is nearly two years-old now, and is still as playable as when it was first released. Everything about the game is polished, with cutesy sprites and detailed backdrops complemented by smooth scrolling and a massive game task. Some of the nasties are a little to tenacious and the loss of energy is sometimes unavoidable, but, overall, *Puffy's Saga* more than warrants the eight quid asking price.



THE HIT SQUAD OUT NOW £7.99 73%

FIRST CHOICE

FIRST CHOICE 1 COMPUTERS

LEEDS

TEL: 0532 63798[illegible]
FAX: 0532 63768[illegible]

Nearly all the products we sell are on demo at our show room. At First Choice we make a point of knowing our products before putting them on sale. Although, due to time constraints and the shear volume of new products this is not always possible !

DEPT. AC, UNIT 8 ARMLEY PARK COURT, OFF CECIL STREET, LEEDS, LS12 2AE

Access · VISA · MasterCard

Free Delivery on all products!!!

CDTV

Commodore Dynamic Total Vision

Complete with **Hutchinsons Encyclopedia, Lemmings** and **Welcome CD disk**, **CDTV** is a powerful media for both entertainment and education. Capable of handling up to 540 Mb of data, whole encyclopedias can be stored on just one compact disc. The **CDTV** is also a high quality audio CD player. We also stock a large range of **CDTV** software all at discount prices

now only £449.99
UK Spec.

New CD Rom for the Amiga A500 now available *!!!*

The addon that every one has been waiting for. This high quality CD ROM turns your amiga into a CDTV

only £279.99

New *CDTV* keyboard

Effectively transforms your **CDTV** into an Amiga so you can get even more out of **CDTV**. With the aid of a standard 3.5" disc drive the **CDTV** will take most of the normal Amiga software from word processing to entertainment

only £49.99

New *CDTV* Trackerball

complete with 2 joystick ports, this is a must for CDTV owners

only £74.99

FIRST CHOICE PA[illegible]

Take the headache out of buying a computer with ou[r] popular *FIRST CHOICE* **Pack.** All the essentials re[quired] for the first time buyer. Ideal for any Amiga and grea[t] too!

Comprises:

- **Top quality microswitched Powerplay Cruiser joystick**
- **Mouse Mat**
- **Dust Cover**
- **10 Blank Disks**
- **Plus 3 Extra game[s]**

only £29.[illegible]

STAR PRINTERS

All Star printers inc ribbons, free std printer cable and 12 month guarantee

The Star LC20

Replacing the famous LC10, the LC20 is faster at 180cps draft and 45 cps NLQ. It's also quieter. The front panel now has push button operation replacing the old LC10 membrane panel. Other spec is similar to LC10.

now only £139.99*!!*

Star LC200

Colour 9 pin printer with 8 resident fonts and a high speed of 225cps draft and 45 cps in NLQ. A4 Landscape printing

now only £199.99

Star XB24-200 Colour

The choice of many professional organisations, this printer comes with one year on-site maintenance. 332 cps draft, 100 cps LQ. 29k buffer exp to 189k, 4 super LQ fonts and 14 LQ fonts

now only £399.99

Star LC24-200

Mono and colour. 222 cps draft and 67 cps LQ. 10 resident fonts. A4 Landscape printing

only £229.99 mono or £289.99 colour

Star LC24-10

24 pin quality at the price of many 9 pins. 180 cps draft, 60 cps in NLQ, 8k buffer expandable to 37k

now only £189.99

Star printer accessories : Dust covers from **£4.99**. Printer stand just **£7.99** when purchasing printer. Mono ribbons from only **£3.69**

THE NEW STAR S[J48] BUBBLE JET

With Epson LQ and IBM Proprinter emula[tion], SJ48 is a revolution in printer technology. Th[e] is almost as good as an expensive laser pr[inter], costs less than many 24 pin printers. Porta[ble], very quiet, and faster than most dot matrix p[rinters]. **100 cps in LQ.** Printer cable included

only £229.99
Auto sheetfeeder £5[illegible]

THE NEW EPSON [illegible]

With 512k of RAM as standard fr[om First] Choice, expandable to 6 meg. 6 pages pe[r minute], HP2, FX, LQ, GQ compatible. 150 [sheet] feeder, 12 months on-site mainten[ance], printer cable.

only £719.99
Toner cartridge £5[illegible]

CITIZEN PRINTERS

All Citizen printers inc. free printer cable and come with a full 2 year warranty!

The Citizen Swift 9 Colour

Unbeatable value colour printer. 4 resident fonts, 192 cps draft and 48 cps in NLQ. Highly recommended. This printer is also available in a wide carriage (136 column) version

only £194.99 (80 col) or £314.99 (136 col)

The New Citizen 224

A replacement for the famous 124D, the 224 now comes with the option to upgrade to a high resolution colour printer. If you want 24 pin quality, you want to print in colour if necessary and you don't want to spend a fortune, the new 224 is an ideal solution. Using the same technology as the Swift 24, the 224 is basically a cut down version. 192 cpi draft and 64 cpi letter quality with 3 built in fonts.

only £214.99 (mono) or £244.99 (colour)

The New Citizen Swift 24e and 24x (What Micro Best Buy)

The best budget 24 pin printer has just got better!

This must be the best 24 pin colour printer for less than £300. 8k buffer expandable to 40k, 216 cps draft, 72 cps LQ and multilingual too !

only £274.99 (80 col) or £414.99 (136 col)

Citizen printer accessories : Mono ribbons only £4.99, Printer stands £24.99, auto sheet feeders £85.00, semi auto sheet feeders only £15.00

HEWLETT PACK[ARD] PRINTERS

The HP Deskjet 500 prin[ter] you to create laser jet quality without the [expense] 100 page auto sheet feeder, printer cable [...] minute speed and

3 year UK warranty
only £359.9[illegible]

The HP Deskjet 50[0C]

The famous deskjet 500 is now available [as a colour] printer. With this printer you can ge[t] colour output at laser quality

now only £59[illegible]

MONITORS

All our monitors are UK spec.

All monitors come complete with a free Amiga lead

WARNING: Before you purchase a monitor make sure it has a full UK specification. You m[ay be] buying what you think is a similar monitor at a lower price but it is likely to be a "GREY" import[. These] monitors do not comply with British safety standards and are not covered by an official wa[rranty].

Protar Stereo colour monitor

This monitor uses the same tube as the Philips 8833 MK2 and has the same specification. The Protar comes with a **full 12 month replacement guarantee.** This must be the best value medium res. monitor on the market. **Amiga cable included. Tilt and swivel stand only £11.99 when purchased with this monitor. Cover only £5.99**

only £199.99 UK Spec.

Commodore 1084 SDI Stereo Colour monitor

The perfect complement to your Amiga system. This Colour stereo monitor features 640*256 line resolution and green screen facility. **Amiga cable included. Tilt and swivel stand only £11.99 when purchased with this monitor Cover for monitor** only £5.99

only £239.99 UK Spec.

CM7 Super VGA Colour monitor

The CM7 monitor is a high quality VGA monitor ideal for making your AMIGA into a professional system. 0.28 dot pitch. Comes complete with tilt and swivel stand. Monitor cover only £5.99 if purchased at the same time

1500 VERSION £369.99
with Flicker Free Video card
A500 VERSION £499.99

Philips CM8833 MK2 stereo colour monito[r]

Colour stereo monitor. 600*285 line resolution, green screen fa[cility] years on site maintenance, cable for Amiga included. Tilt a[nd swivel] stand only £11.99 when purchased with monitor. Cover o[nly]

only £239.99 UK Spec.
with F19 Flight Simulator

Goldstar remote control TV/monitor su[...] to a standard TV set.........only [illegible]
AOC Multisync.........only [illegible]
Commodore 1900 multisync.........only [illegible]

The C[...] Colour[...]
official dealers for [...] excellent packag[e...] plete colour solu[tion...] ter, Vidi Amiga, [...] Photon Paint.
now on[ly...]

Frame[...]
gh quality digi[...] lourising softwa[re]
only [...]

[...]DIS[...]
rb new easy [...] in outline fo[nts...] and HAM). Feat[ures...] enation, insert[...] hics, multipl[e...] ost script sup[port]
Highl[y...]
r £95.[illegible]

[...]PLAT[INUM] WO[RKS]
ecommended b[...] e this to be on[e...] s with Platinum [...] atible spreadsh[eet...] munications so[...]
nly £4[...]
limited

DIGI[...] EDIA S[...]
new complete [...] ntation packag[e...] ts complete wi[th...] Gold, Digi-Paint
only £[...]

[...]AGIN[E]
test version of I[...] imation render[...]
only £1[...]

[...]ISK D[...]
New F[...]
5" Dis[k]
new super [...] ntly received [...] disk drives i[...] ough many [...] otally mislea[...]
only £[...]

Cumar[...]
Disk
eg external [...] e in disc d[...] er low price[...]
only £[...]

MAIL [ORDER]
der by telep[hone...] mber. If payin[g...] FIRST CHO[ICE...] te a contac[t...]
Mail [...]
053[...]

ices are subjec[t...]

The Complete Colour Solution

...official dealers for Rombo, we are able to offer ...excellent package at a great price. The ...plete colour solution comes with RGB ...er, Vidi Amiga, Vidi Chrome, power supply ...Photon Paint.

now only £129.99

Take 2

Designed to be used in conjunction with a digitiser or as a stand alone program, this is latest animation package for the Amiga from Rombo. Features include load and save from D. Paint animations and IFF files. Supports HAM graphics.

only £69.99

VIDI AMIGA

Frame grabber.

...gh quality digitizing. Inc Vidi chrome ...colourising software

only £84.99

RGB SPLITTER

Enables you to Colour Digitise in a second. Replaces red green blue filter set. Can be used with Digi view or Rombo products

only £54.99

THE NEW MICROBOTICS ACCELERATOR BOARDS

The VXL is an advanced 68030 accelerator for the Amiga 500/1500/2000 with space for an optional co-processor (CP)

VXL30 25Mhz EC..........only £239.99
VXL 30 40Mhz EC..........only £369.99
68881 co-pro for above....only £79.99

The VXL accelerator boards can also accept32 bit RAM to optimise performance. The superfast 32 bit RAM comes as a 2 MB or 8 Mb daughter board for the VXL.

2 Mb of 32 Bit RAM (60ns)..only £214.99
8 Mb of 32 Bit RAM (60ns)..only £419.99

PANDAAL HAND SCANNER

On test this scanner has proved to be the easiest and most effective scanner that we have used to date having compared it to most of the other major hand scanners on the market. We are able to offer this high quality scanner at a fraction of the normal cost. Complete with the latest improved version of Daata-scan software this scanner is able to pick out text and graphics at up to 400 d.p.i in real time. Daata-scan enables you to easily manipulate the image. Scans in real time up to 64 grey scales. Ideal for desk top publishing and presentation.

SPECIAL OFFER **now only £109.99 or £124.99 with 2 way parallel switcher box**

DISCOUNT SOFTWARE

FINAL COPY WORD PUBLISHER

...erb new easy to use word publisher from the writers of PenPal. With ...t in outline fonts for top quality output, full graphics import capability ...and HAM). Features include Thesaurus, spelling checker and detector, automatic ...henation, insert date, time, and page number, scale graphics to any size, crop ...phics, multiple columns layout, magnified and reduced page view, ...post script support and much more. Requires 2 disk drives or a hard drive.

Highly Recommended **only £39.99**

or £95.99 with Cumana 3.5" external drive

WORDWORTH Version 1.1

The latest version of this highly acclaimed WYSIWYG word publisher. Comes with multiple fonts, powerful thesaurus, large spellchecker, speech synthesis

only £74.99

PLATINUM WORKS Special offer!! now with Home Accounts

...recommended by Commodore and taken from the Amiga 1500 Plus pack, we ...ve this to be one of the best all round integrated business packages on the Amiga. It ...es with Platinum Scribble w/p, spell checker, thesaurus, Analyse (a "Lotus 123" ...patible spreadsheet with 3D graphics), a database, sideways printing utility and ...munications software plus the best selling Digita Home Accounts package

only £49.99!!

limited stocks

DIGI-VIEW MEDIA STATION

...new complete graphics creation ...tation package for your Amiga. ...es complete with the famous Digi-... Gold, Digi-Paint and Elan Performer

only £109.99

PENPAL

This best selling word publisher incorporates many features found only in a desk top publisher. Also includes an easy to use database.

Highly recommended

now only £54.99

IMAGINE Version 2

...latest version of Imagine, the ultimate ...animation rendering system

only £199.99!

NEW IN!!! PAGESTREAM V2.2

The latest version of this powerful DTP package that we recommend. Better than alot of DTP packages on a PC and better than most on a Mac

only £124.99

OTHER SOFTWARE

3D Text Animate........now only	£9.99
Aegis Sonix	£39.99
Art Department Pro	£99.99
Amos Creator	£34.99
Amos Compiler	£22.99
Amos 3D	£27.99
Audio Engineer	£169.99
Audio Master version 4	£39.99
Broadcast Titler.........only	£159.99
CrossDos	£19.99
Deluxe Music Costruction Set	£54.99
Deluxe Paint 3...now only	£16.99
Deluxe Paint 4...now only	£57.99
Excellence word puolisher V2	£89.99
Flexidump printer utility	£31.99
GB Route Planner	£29.99
Gold Disk Office	£64.99
Pagesetter 2 DTP	£45.99
Pro Page professional DTP	£124.99
Pro Video Plus	£149.99
Quarterback hd backup util...only	£29.99
Sequencer One	£74.99
SuperPlan Spreadsheet	£29.99
Vista	£29.99
Vista Pro (2 Mb required)	£69.99
Walt Disney Animator	£68.99
Xcopy Pro inc. hardware	£33.99

HARD DRIVES AND RAM

GVP Hard Drives for the AMIGA 500, 1500 or 2000 series

Recognised as being probably the best hard drives for the AMIGA, GVP drives come fitted with fast access Quantum drives and 8 Mb of unpopulated RAM. GVP drives use inexpensive 1 Mb by 9 SIMM modules at only £37.99 per Mb

AMIGA 1500/2000 VERSION

52 meg......£289.99 105 meg......£429.99

AMIGA 500 VERSION

52 meg......£374.99 105 meg......£569.99

Supra 52 Mb Hard Drive for the A500

Using the super fast Quantum drive, these drives also come with Express copy hard drive backup software. The Supra also has Space for 8 Mb of RAM

now only £319.99

DRAM CHIPS

256 by 4 DILs

ideal for A590 & Supra Hard drives plus many other Amiga RAM applications

QTY
4+ (512K)..now only £3.79
8+ (1Mb)....now only £3.59
16+ (2Mb)..now only £3.29

1 Mb by 8 or 9 SIMM boards
as used in GVP and Cortex boards
only £34.99

1 Mb by 4 ZIPS
as used in Supra boards. 2 1 Mb by 4 ZIPS equal 1 Mb
only £38.99 per Mb

OTHER PERIPHERALS

2 Way Parallel port sharer inc. cable

Many peripherals such as printers and scanners share the Amiga parallel port causing the user to have to swap between the two. Solve this problem with the 2 way sharer box

only £17.99

Rocgen Genlock only £99.99

Rocgen Plus only £139.99

Supra 2400 baud Modem only £74.99

DISK DRIVES

New Roclite 3.5" Disk drive

...e new super slim Roclite has ...ently received the best review ...f disk drives in Amiga Format ...hough many of these reviews ...totally misleading)

only £59.99

Cumana 3.5" Disk drive

...meg external drive. The best ...me in disc drives now at a ...per low price

only £57.99

NAKSHA MOUSE

This famous Hi-res mouse now comes with Operation Stealth, mouse mat, holder and 2 year warranty

only £24.99

NEW ROCTEC MOUSE

This is an excellent high quality mouse for the Amiga. Fully micro-switched mouse. Excellent value and highly recommended. 200 DPI resolution.

only £16.99

or £19.99 with mouse mat and holder

EMULATORS

KCS Power board PC/XT emulator comes with Dos 4.01...

now only £199.99

A500 Plus compatible

Amiga 1500 adaptor only £59.99

New AT Once emulator turns your Amiga into an IBM AT compatible now with 16 Mhz clock speed!

only £189.99

DISKS

All Phoenix 3.5" disks are GUARANTEED FOR A LIFETIME and are CERTIFIED 100% ERROR FREE. double sided, double density disks are of the highest quality in magnetic media and are extensively used by duplicating houses

QTY	Phoenix Bulk	OR Sakura Branded
10	£4.99	£6.99
25	£11.99	£13.99
50	£21.99	£25.99
100	£39.99	£44.99
200	£72.99	£84.99
500	£169.99	n/a
1000	£339.99	n/a

Disk Labels....500.........now only £6.99
Disk Labels...1000........now only £9.99

SUPRA RAM EXPANSION

The ultimate Amiga A500 expansion. Take your A500 up to 9 Mb (10 Mb with the A500 Plus). Fits onto the side expansion port Auto configures with no software patching.

Please note that when 256*4 ZIPS are used, the Supra RAM can only be populated to a maximum of 2 Mb. If you use this configuration and want to further increase your capacity you must replace the 256*4 ZIPS with 1 Mb by 4 ZIPS.

8Mb pop to 1 Mb...£99.99
8Mb pop to 2 Mb using 256*4zips...............£124.99
8Mb pop to 2 Mb using 1Mb*4 zips. now only £149.99
8Mb pop to 4 Mb..£209.99
8Mb pop to 6Mb.....£254.99
8Mb pop to 8 Mb....£309.99

512K RAM EXPANSIONS

Top quality **RAM** expansions for the A500 complete with battery backed clock and on/off switch. **This RAM expansion will not in any way invalidate your Amiga warranty!!**

now only £24.99

MAIL ORDER ?

Order by telephone quoting your credit card number. If paying by cheque please make payable to FIRST CHOICE. In any correspondance please quote a contact phone number and post code

Mail order Hotline

0532 637988

6 Lines

Prices are subject to change without notice. E&OE.

WHY FIRST CHOICE ?

* All prices include VAT and Standard Delivery
* All hardware/computers are genuine UK spec.
* Free Fast Standard 4 to 7 day Delivery
* Guaranteed 2 to 3 day Delivery only £2.00
* Guaranteed Next Day Delivery only £4.50
* Open seven days a week for your convenience

PLEASE ADDRESS ALL CORRESPONDANCE TO :

DEPT C, UNIT 8 ARMLEY PARK COURT, OFF CECIL STREET, LEEDS, LS12 2AE

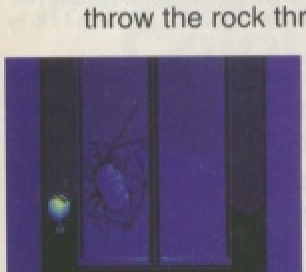


Steve Keen treads the well-worn path towards that vampiric vixen, Elvira, in her latest double-entendred adventure. Now, at long last, you can vanquish the beasts and get the girl!

ELVIRA
THE JAWS OF CE

STUDIO GATE AND PARKING LOT

At the beginning, don't move, but pick up the four-leaf clover under the sign and the rock in the bottom left-hand corner. Go to the shack on the right and throw the rock through the window.



Enter and go right. Open the cupboard on the right and take the keys from the dead guard. Take everything from the bulletin board. While you're at it, take the bullet-proof jacket and hat and put them on. Put the key into the security panel and enter the appropriate code. This opens the security gate. Go to the front gate and click on the car in the distance. Take the wire cutters and wrench from the boot, turn left and go through the doors.

THE STUDIO OFFICES

Take the lift to the second floor. Leave the lift and turn right twice. You'll be facing a long corridor with seven doors. Take the first on the right, into the computer room. Swipe the book. The next room is Make-up. Take the mirror from the bin, then go to Elvira's dressing room, which is to the right. Take the nail file, the tissues, the towel, the newspaper, the popcorn, three cans of hair spray, the silver clover charm and gas curling iron, which is in the make-up case. There are a pair of Elvira's pants, still warm, but they won't aid you in the adventure!

Take the door at the end of the hall, into the Typing Pool. Take a disk from the box and the cassette player. Head back towards the lift. The third door along leads into the office. Take the drink and soda siphon. The last door is



the canteen. Take the cupcakes and soda, and go down to the basement via the lift.

Make some small talk with the Indian chief, and it's time to make a few spells. Some of the mystical incantations don't require any ingredients, so stock up on them while you can. Other spells require mixing, so open the spell book and make Protection (with the soda), three Breath Underwater spells (popcorn, gum and cupcakes), Healing Hands, Luck (clover), five Ice Dart spells and an Unseen Shield.

THE HAUNTED HOUSE

Go back up to the level where you came in, and you'll find the three sound stages near the lift entrance. Enter the code for number two and go through the doors. Turn left and go through the doors. Take the helmet and gauntlet from the suit of armour on the right. Enter the study through the doors in between the knights. Take the prayer book from the study draw and the padlock, and make an Unholy Barrier spell with them. Back in the living room, help yourself to the glass vase (turn it into a Detect Trap

RA2

CRBERUS

spell) and the bucket next to the fire place (Protection spell). Now leave the room and go up the stairs and take the right turning. Turn right at the top and then take two lefts into the first doorway. This is the nursery. Take the building blocks and return to the living room. Stand two paces back from the library door, in front of the ghost, and place a block on the floor, then shoot into the library. Once inside you'll find loads of reference books and some interesting bookmarks, including a poison formula.

Go back to where you came in, and start dropping your stuff in front of the staircase so that you can come back for it later. Don't drop the curlers, pen, keys, gauntlet, helmet or knives, though. Turn the seltzer bottle into a Detect Trap spell. Enter the dining room and take everything you find. Turn the wine into a Courage spell and the glasses into Detect Traps. Now look in the service hatch and you will be whisked off to the meat locker. Take the boots off the biker and put them on. Take the cheese, meat, wine and bread. Make Courage and Breath Under Water spells respectively. Leave your keys and pen here, and heat up the thermostat with the tongs. Get ready to splatter your first baddie with Ice Darts. Put on all protective clothing first, the gauntlet and helmet are the only things you're not already wearing. Cast an Unseen Shield spell and one for Luck, and while you're at it, save the game. You're probably going to run out of darts, so be prepared to go berserk with the pen knife.

Turn right and go down the stairs, then left at the bottom to enter the lab. Take the yellow flask, the bleach, the heart, the skin, the brain (Turn Undead spell) and all the test tubes. The door on the right opposite the locker is the kitchen. Drop all your stuff, except spells, in the kitchen. Put on the armour, step into the hall and turn left. Immediately fire your Turn Undead Spell. A Courage spell will stop you fainting. Throw a Brainboost spell before you embark on a huge spell-making session. Revive (cheese, bleach and meat), Telekinesis (tape recorder containing a magnet), Glue (adhesive inside yellow tin in the kitchen), Protection (bucket), Luck (horses shoe inside bucket), several Fireballs (newspaper, tissues, calendar, postcard and papers from the security hut), several Magic Muscles (pots and pans, tins and knives), two Detect Traps (glass jars on the shelf), Ice Darts, Unseen Shields and a couple of Healing Hands. Keep the meat cleaver as a weapon and the wire cutters for later use.



What else would you expect a fast woman like Elvira to drive? A Morris Minor. Take a closer look in the boot.



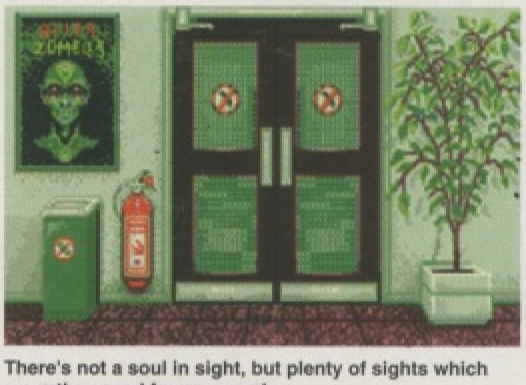
Clean out the kitchen and return to your pile to drop the newly collected items off. Take the armour, poison formula and crucifix. Go upstairs and take the left staircase to the bathroom and collect the towel and sponge. Leave here and turn right. Put on your armour and use a Magic Muscles spell and go into the lavender bedroom opposite you. Pull the sheet, and kill the spook with Ice Darts. Take the script and pictures then push the red button under the bed to access the secret room. Grab the chalice and candles and leave. Use the crucifix to ward off nasties. Take the stuff from the mantle piece and make Luck spells. Turn right and take the second door to the right. Don your armour and use some Courage. When you regain consciousness, take the pillow and tuning fork. Now go back down stairs and drop the junk.



Go back to the basement and take the fire extinguisher from the wall next to the chief. Nick the medicine bag and the copper rod, and use Fire Balls on the Yeti if you have to. You now need some stuff from the costume room upstairs. The usual procedure applies: armour on, cast Unseen Shield, and make ready with the meat cleaver. Now enter the room. Go berserk on the witch. Turn her eyeball into a Fear spell. Turn on the light behind you, and take the wizard's robe, the lab coat and the sword. A good weapon at last! Now go across the hall to make-up. Check the pictures you have for the sorcerer's apprentice. Use the mirror, wigs and make-up to get into the part. Put on the lab technician's disguise and go back to the lab where the doctor is. Offer to help him and he'll mix you some poison. Make sure you have the formula from the library, and leave.

Remove the disguise and use the potion on some meat. Give it to the fish in the living room and retrieve the key from the tank. This will open the safe behind the duck picture. Take the pipe, and go back upstairs and turn right at the main hallway. Head for the sinister-looking staircase at the far end; this leads to the attic. You're on your own here, but a small hint is to use one of your spells immediately as you enter the room. Stock up on spells and it's time to leave. Drop everything except weapons, armour, test tubes, crucifix, pillow, towels, gin and vodka bottles, spells, precious metal items, the mirror, hairspray, wizard's suit and make-up, keys and the pen.

THE GRAVE YARD



There's not a soul in sight, but plenty of sights which are rather good for your soul...



Put on the armour and use the sword as a weapon. Walk down the long hall and rush through the cemetery. Don't hang around as the bat will steal your energy. Run into the church. Turn the precious metal items into Magic Armour spells and the relics on the alter into Holy Blast spells. Take the prayer book and keep it safe. Fill the test tubes with holy water and use one of the filled vials with

ELVIRA 2
THE JAWS OF CERBERUS



the crucifix to create a Bless spell. Use this to boost the power of your weapons. Stock up on Ice darts and Healing Hands. Now drag the pulpit over to the left. Put on the armour and launch a Protection spell. Open the trap door underneath to enter the catacombs.

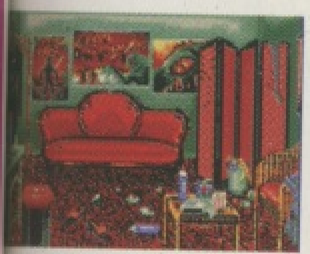
THE CATACOMBS

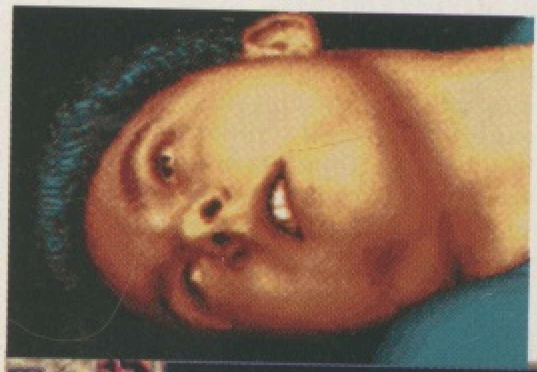
Dispatch the banshees and move the slab aside. You're going to be down here a very long time so start mapping now. Almost every alcove and room is booby-trapped so make sure you save the game at regular intervals. Traps can be disarmed, and the moment your experience points hit level eight use the Brainboost spell. Mix up Freezing Blade (pen and keys), Illusion (the mirror) and True Flight (the pillow). Apply the Freezing Blade spell to the dagger you find on level two. This, used with the Bless spell, makes the ultimate weapon. When your experience reaches level nine, use a couple of holy water vials for Cure Wounds spells and make some Nova spells (hairspray and bottles). Do not use Telekinesis, Buoyancy or Holy Blast spells and keep at least one Unholy Barrier in reserve. It's down here on the far wall on level six that you'll find Elvira. However she's revealed to be a doppleganger, so kill her. Pick up the war-lance.

Back in the church, the Angel of Death creeps up on you from behind. Throw up the Unholy Barrier spell and don't move or the effect will be broken. Start lobbing Holy Blasts at him and then Fireballs. If he's still there then finish him off with Ice Darts.

THE SPIDER CAVES

It's time to change studios. This one's a stroll in the park after the last. There aren't many traps and most of the creatures are no match for the super being you've become. Stop by your junk pile to restock on spells, heal your wounds and organise your stuff. You need all your spells, including as many weapon-type spells as possible, you'll also need the the sword, armour, yellow liquid in a flask and the nail file. Collect all the crystals and mushrooms as they have special properties and can be turned into spells. Every beast you come across needs to be killed before you can get the goodies. Upon entering, find the lift and turn it on. Turn the crystals into spells as soon as you find them. Edible mushrooms make great Herbal Healing spells. On level A, use the Buoyancy and Breath Underwater spells before entering the lake. At the bottom next to the nymph is a rope, so take it. Level B has a small side cell containing a binding scroll guarded by a scorpion. On level D you'll find the director. Take the lift key from his wallet, using the Telekinesis spell to get it. Also on this level is the giant spider. Fire an Ice Dart to get her attention. When she chases you, lead her into the lift. Go through both doors and close them behind you. She'll be trapped, so you can explore her web. Kill the doppleganger and take the tomahawk. To leave the caves use the hanging strand of the web to swing back up to level C. Take the lift to level A.





FINALE

The real Elvira is being held inside the Haunted House. Stop just inside the entrance and take the barometer off the wall. Turn it into a Summon Storm Spell. Go up to the roof of the house and evoke it. Now go back down to the basement where Frankenstein's monster is (make sure you have the wire cutters handy). Raise the lever to the right side of Frankie and flip the switch on the left. Quickly snip his head wires with the cutters. Take his metal head band, scalp and brain. Elvira is in the room behind Frankie.

You should now have a Resurrect spell (brain, heart, scalp, eggs and a prayer book), Bind Demon spell (binding scroll and rope), 10 black candles, magic bag, tomahawk, warlance, pipe, chalice of blood and matches. If you haven't got all these, go get 'em. Return to the church and, with help from the reference books in the library, revive the priest. Make him draw a pentacle of blood in the parking lot. Get the chief to bless the magic bag, warlance and tomahawk. He'll do this when you return the pipe to him. Arrange these items where you can get to them quickly. Back in the parking lot lay out the candles on the pentacle and light them. Use the magic bag to summon Cerberus. Use a Bind Demon spell and as soon as the lightning goes down, throw the lance at him. Hurl the tomahawk straight through his heart. The beast is now dead, so collect your well-earned rewards!



Just when you thought it was safe to invite the mother-in-law around for tea and biscuits in comes Seahag from Hell. Don't even think about entering this room until you've got more magical experience than Paul Daniels.

ADVENTURE HELPLINE

Welcome to what must rate as the most useful aid to trapped adventurers in any mag. This month's column is full of help for struggling adventurers and RPG players locked in a dank dungeon. So, if you are trapped by a demon or stuck behind a locked door, drop us a scroll...

CRUISE FOR A CORPSE

The nominations for the 1992 Computer Games Oscars have arrived on my desk (announcements on April 14) and it was no surprise to see that Delphine/U.S. Gold's *Cruise for a Corpse* is jostling at the starting gate amongst the Bookies Favourites.

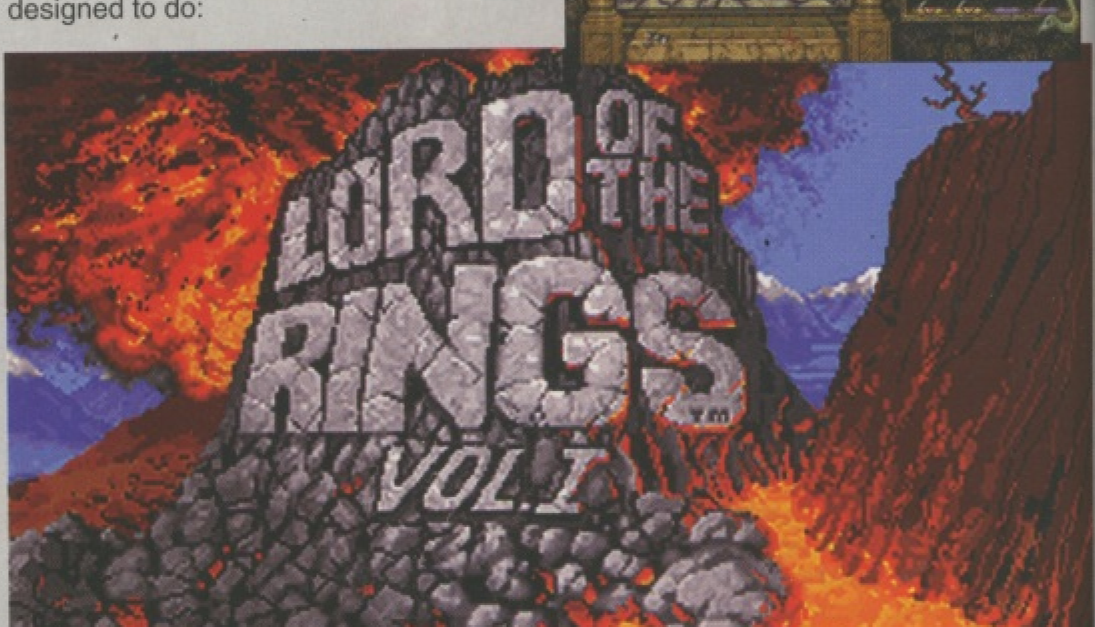
So many readers have fallen foul of this graphic whodunnit that I have decided to reveal some of the secrets which the Mermaid's Codes refer to. If you are stuck, go to the Mermaid Figurehead at the rear of the ship and examine her to get a secret code.

Code	Action Required
1a	Find note in Niklo's Study
1b	Show note to Barman
1c	Examine suitcase in Fabiani's cabin
1e	Interview Fabiani in Dining Room
2a	Talk to Suzanne
3a	Interview Julio in Daphne's cabin
4a	Talk to Logan in Smoking Room
3b	Talk to Suzanne in Bar
4b	Find paper in Smoking Room
1e	Interview Tom in his room
4c	Get key from rug in your own cabin
4d	Open Desk in Study and examine the clasp on Jewellry
5a	Read note on desk
4e	Get invitation from drawer in Dining Room
4f	Walk to the Port side to find Tom and Rebecca
6a	Find the necklace inside the bathrobe in the Laundry
8a	Interview Dick Schmock beside the Mermaid
6b	Interview Tom in Smoking Room
6c	Search Suzane's Cosmetic case in her cabin
10a	Get drink from bar and go to top deck
10b	Give drink to Suzane
10c	Interview Suzanne.
8b	Interview Fabiani in his cabin
8c	Look through porthole into Tom's cabin.

In between these actions you should walk around the ship. Simply jumping between locations using the map will not suffice. Make sure you examine the clasp on the bracelet or some of the game's options will stop working (the Inventory command fails). I'll give you the remaining clues next month.

KNIGHTMARE

If, like me and virtually every other Amiga RPGer on the planet, you are currently hacking your way through the monster-crammed corridors of Mindscape's *Knightmare*, you may find some of the spells rather confusing. 'Never give a hero an even break', seems to be Mindscape's motto – the rotten, mean so-and-sos. So, just to clarify a few things, here is what those rather cryptic spells are actually designed to do:



STAFF OF MYSTIC SPELLS:
Confuse – Spins your opponent around and sends him packing.
Remove – Removes illusion walls.
Shield – While the spell is active it will partly shield you.
Block – This will totally protect your team for one blow.
POW – With this your team will hit harder.
Aim – Increases your hits with missile weapons and magic.

CROSS OF LIFE SPELLS:
I.Q. – Cures team members who have been struck dumb, which in turn affects their Dexterity.
Destone – Cures heroes/heroines who have been turned to stone.
Youth – Reverses an Age Attack.

SKULL OF STATUS SPELLS:
Wisdom – This supposedly helps your wizards increase in levels.
Dexterity – The higher your dexterity, the more effective your launch weapons and magic missiles are.
Agility – This is a measure of how hard your hand weapons will hit.
Strength – Pretty much the same effect as Agility.

LORD OF THE RINGS

A group of exhausted Hobbits have written to me, begging that I help Alan Cookson from Tyne and Wear. It appears that 'Alan the Dork' (their description, not mine) has been leading them on a merry dance through



Gasteiner

TECHNOLOGIES LTD.

Unit 12A,
Millmead Business Centre,
Millmead Road,
London N17 9QU.
Tel: 081-365 1151
Fax: 081-885 1953

AMIGA PACKS

SCREEN GEMS PACK, inc: Shadow/Beast II, Back/Future II, Nightbreed, Days of Thunder, Dpaint II	£359.00
AMIGA A500, mouse, modulator, power supply, Workbench 1.3, Basic Tutorial and manuals	£309.00
CARTOON CLASSICS inc: 1Mb Ram, Lemmings, Simpsons, Captain Planet, Deluxe Paint 3	£369.00
CLASS OF THE 90'S FIRST STEPS inc: Extra 512k, ProWrite, Info File, Dpaint + Dprint II etc	£616.00
CLASS OF THE 90'S inc: Extra 512k, Publishers Choice, MaxiPlan, BBC Emulator, Midi Int, etc	£515.00
AMIGA CREATIVITY PACK, with Word Processor, Music & paint packages, 3 games + Tutorial Video	£419.00

All Amiga A500's supplied with mouse, modulator, manuals, workbench, Basic + Tutorial

AT ONCE AMIGA

PC 286 AT EMULATOR FOR THE A500

ONLY £169.00

PHILIPS 8833 MK II STEREO MONITOR

Including Free Lead

ONLY £229.00

AMIGA A1500/2000 PACKS

Amiga 1500 Base Pack

The Amiga 1500 is an Amiga 2000 with 2 floppy drives instead of the usual one. The big advantage of the 1500/2000 over the A500 is its ability to take expansion internally with ease. The Base Pack comes complete with 2 floppy drives, Workbench 1.3, mouse, manuals, and a separate keyboard.

only £579.99

Amiga 1500 Business and Classic Software Pack

Same as the base pack but with Deluxe Paint 3. Platinum Works (the best integrated pack available for the Amiga), Their Finest Hour, Sim City + Terrain Editor, Populous + Promised Lands. Battle Chess and Amiga Format Tips Book.

only £679.99

Amiga 1500 Base Pack with Commodore 1084SD

Same as the base pack but with the Commodore 1084SD Monitor.

only £819.99

Amiga 1500 Business and Classic Software Pack with Commodore 1084SD

Same as the 1500 base pack but with Commodore 1084SD and the utility and entertainment pack.

only £869.99

Golden Image Mouse	POA
Gasteiner Mouse	£14.95
Alfa Data Mouse	£19.95
Golden Image Optical	£29.95
Golden Image Scanner	£149.95
Battle Mouse	£24.95
Track Ball (click and hold)	£39.95
Track Ball	£24.95
Internal Power Supply for ST	£29.00
External 1 Meg Disk Drives	£55.00
10 x Sony Disks	£9.95
ST Clock	£19.95

VIDI AMIGA

VIDI COLOUR SOLUTION

Vidi Colour package - including Vidi Digitiser, Vidichrome and Photon Paint

PRICE £95.00

RGB SPLITTER - for use with Vidichrome or Digiview, (includes PSU)

PRICE £59.95

COMPLETE COLOUR SOLUTION

Package includes Vidi-Amiga, Vidichrome and the RGB Splitter for a complete colour digitising outfit. NOTE: For best colour pictures you require a video camera or perfect still frame VCR

PRICE £139.95

HARDWARE

COMMODORE A590 20 mb HARD DISK UNPOPULATED	£285.00
COMMODORE A590 20 mb HARD DISK + 2mb RAM	£339.00
FRAME GRABBER PAL	£449.00
RENDALE 8802 Genlock, A500/B2000	£185.00
AUDIO ENGINEER Sampling hardware/software	£169.00
SOPHUS S5 Professional Stereo Sampler	£49.00
KCS POWERBOARD, PC Emulation (A500) with MS DOS	£215.00
AMIGA compatible external disk drive, switch plus thru port	£57.50
GVP 52MB SCSI Hard Drive & RM RAM Board for A500	£399.00
GVP 52 MEG SCSI Drive plus 8 Meg Ramboard for 1500/2000	£379.00
GOLDEN IMAGE HAND SCANNER with software plus Photon Paint	£169.00
NAKSHA CLONE MOUSE	£19.95

CDTV

Commodore Dynamic Total Vision

What is CDTV?

CDTV Combines a professional audio system, advanced Amiga technology and remote control, thus creating a system with superior sound and graphics. We have a large selection of software available at discount prices.

only £499.00

UPGRADE YOUR AMIGA TO 1 MEG

1/2 Meg Upgrade - **£24.99**

1/2 Meg Upgrade + clock - **£26.99**

SOFTWARE AND DISKS

3D PROFESSIONAL	£209.00	PIXEL 3D	£49.00
AMOS + EXTRAS DISK	£32.00	PRO VIDEO POST	£159.00
BROADCAST TITLER II	£169.00	PRO-WRITE V3.1	£85.00
VIDEO EASE	£35.00	EXCELLENCE V2	£89.00
DIGIVIEW GOLD V4	£95.00	TITLE PAGE	£109.00
LATTICE C V5.1	£149.00	PRO PAGE V2	£109.00
PAGESETTER V2, DTP	£47.00	VIDEO EFFECTS 3D	£109.00
PAGESTREAM New Version 2.1	£129.00	X-CAD DESIGNER (1 Meg)	£69.00
PAGESTREAM FONTS	£49.00	X-CAD PROFESSIONAL	£129.00
TV TEXT PROFESSIONAL	£79.00	WORDWORTH	£85.00

CROSS-DOS, Multi-format file transfer	£23.00
HITACHI 720 VIDEO CAMERA. Ideal for DigiView	£199.00
PEN PAL, Excellent Word Processor (1 Meg)	£59.00
IMAGINE 3D Animation & Rendering software	£169.00
ART DEPARTMENT PROFESSIONAL	£119.00
ALL IN ONE , Art package, Word Pro + Music package	£119.00
TV SHOW, Video wipes, titling package	£55.00
PHOTON PAINT II, HAM Art + Animation	£25.00
AMOS COMPILER	£23.00
THE WORKS PLATINUM, Integrated package	£62.00
AMIGA VISION, Authoring software	£89.00
DOS 2 DOS Multi-format file transfer	£33.00
WALT DISNEY ANIMATION STUDIO (1 Meg)	£69.00
SPECTRA COLOUR	£55.00
X-UTILITIES	£34.00

PRINTERS

STAR LC-10 MONO PRINTER inc. Lead	£159.00
STAR LC-200 COLOUR PRINTER inc. Lead	£209.00
STAR LC 24/200 MONO PRINTER inc. Lead	£249.00
STAR LC 24/200 COLOUR PRINTER inc. Lead	£297.00
CITIZEN SWIFT 24 MONO inc. Lead	£279.00
CITIZEN SWIFT 24 COLOUR inc. Lead	£275.00
CITIZEN 124D 24 Pin Mono inc. Lead	£195.00
CITIZEN 120D Plus 9 Pin Mono inc. Lead	£139.00
CITIZEN SWIFT 9 COLOUR inc. Lead	£179.00
CANON BJ10E bubble jet inc. Lead	£269.00

VISA

ALL PRICES INCLUDE VAT. DELIVERY EXTRA

All prices include VAT. Delivery (mainland UK) is free. Orders over £100 add £10 next day courier delivery. All prices available on Mail Order. Shop prices may differ.

Access

ADVENTURE HELPLINE

Interplay's *Lord Of The Rings* since Christmas and they are getting brassed-off with his lousy leadership. He is now in Withywindles Cave puzzling over the Staff of Ice which is locked into an ice-wall. In an effort to help our hero melt the ice wall, the Hobbits have given me this advice for other Ring adventurers:

1. Don't discard the Star Key.
2. Don't let Nob Appledore near Bill Ferny.
3. Have a rest at Bombadils and look for Gimll amongst the bottles.
4. Beware of strange women in Pubs.

Well, on behalf of our readers I'll accept your trade, so here is the information you seek. Withywindles Cave is found behind a waterfall and she will only help you, if first you show her Goldberry's token and then trade the Lillies with her. To reach the Ice Staff you must use a Countermagic spell. The Staff will help your band to cross the lava pits in safety.

As for your advice to avoid strange women in Pubs - you must be joking. I spend my evenings looking for them!

LEGEND OF FAERGHAIL

Carl Brown of Wakefield has a problem within the Dwarven Mines in *The Legend Of Faerghail*. Where is the Corona? What is the answer to the dwarven Blacksmith? How do I get past the Beam of Light? And what is the answer to the Earth Elemental's Riddle, asks Colin? Take a big breath and here we go..

On level 6 of the Mine, you will find a room with a strong light. The Corona you seek is protected by this light. Retreat to the North then move South, then East to find Adamit. With Adamit in tow, find the dwarf and give him the answer SPINGO. Move East from the dwarf and use the stairs to find a key. Return to the Dwarf and travel North, where you'll find another Dwarf who will supply you with a Mirror Shield to give to Adamit. This is what you need to get past the light and gain the Corona.

There are lots of Elementals in this game and I wouldn't bet my best sword that I have identified the riddle you are stuck with, but if it's the one which is 'much like a sword...' the answer is PLOUGH.

HEART OF CHINA

I've been playing *Heart Of China* this month, so I was ready for Mark Pearl of Morcombe when he wrote to say that he was stuck in an area within the Bandit's Fortress, looking into the fangs of two deadly cobras. As a natural hero, it was easy for me to whip out my gun, shoot either one of the snakes, get the girl and run North to the balcony. Grab a cord from the curtains and attach it to the railings. 'Then with one mighty bound, I was free.' This is a great game with superb graphics and its difficulty level would suit new adventurers. It is slow if you are loading from floppies, but the wait is worth it. Definitely one to impress the neighbours, as this is an Indiana Jones movie come to life - it's just a pity it's so disk-intensive. Still, perhaps it's time to buy a hard drive...





SECRET OF MONKEY ISLAND

It's a tough life being a pirate, but it can be even tougher passing the Entrance Exam. You don't need a GCSE in Plank Walking to get in, but you do have to pass the Three Trials which are the Pirate Chiefs. Rehan Mayet has struggled to complete the first two trials, but when it came to finding the treasure of Melee Island he couldn`t find Diddley-Squat! He cleverly bought a treasure map from the man on the street corner, but he could make no sense of it. I bet you were surprised to find that the map you bought was just a set of dance steps. However, the clever footwork which it shows, is the answer to your problem. The directions Back, Right and Left point the directions you must go through the twisty forest trails. For example, as you enter the forest take the Back path off the first screen. Next, take the Right path to move to the subsequent screen and so on. Eventually you will arrive at a spot with an 'X' marked on the ground. Guess what's under there? You do have a spade I assume?

LEISURE SUIT LARRY

Father Christmas dug deep into his sack last year and stuffed *Leisure Suit Larry* down Nick Williams' chimney in Littlehampton. Since then, young Nick has been as successful with the game as Larry is with girls. 'No matter how much I talk to Faith and Fawn, I can`t get any response out of them,' moans Nick. An old Jewish saying comes to mind in this case. 'With a net you catch fish. With presents you catch girls.' Thus, presents are indeed the solution. In Lefty's Bar there is a red rose which can be found in the hall – and remember that women are suckers for a single red rose. If you then examine the basin in the toilet, you'll find that someone has left a diamond ring after washing their hands. Behind the guarded door in the bar are the stairs which lead up to the Hooker's bedroom. This gorgeous gal has just what you are looking for – a box of candy. These goodies should make Fawn's eyes light up (like shining a torch in a Bimbo's ear!). You should also take 100 dollars with you. Sorry about that, but let's not take chances.

MANHUNTER

The world has been taken over by man-eating aliens from outer space. Mankind is enslaved and being served up as the main-course. And what did S. Rock of North Weand do to help? This double-crossing swine has thrown his hand in and become a Manhunter. After spending months tracking down humans for his new masters he himself has now become the hunted and is in trouble. Trapped inside Sierra`s *Manhunter New York* he has found Modules A, B and C

ADVENTURE HELPLINE

which will help him to power up the alien ship and escape, but now he seeks Module D.

To find the last Module, go to the Hospital (as you did on the first day) and you will find that the exit previously guarded by the robot is now open. Don`t worry if you get caught in the corridor, as there is no way of avoiding it. Providing you have the crowbar from the park (it's under a bush nearby the dead body), you can escape. The module you seek is built into a body-mincing machine which you'll see the next room.

BARD'S TALE III

In the November issue I gave some hints as what to do in the Arboria section of *Bard's Tale III*, but Shayne Horwood of Australia is still stuck, so I



guess I'd better elaborate a little further. Once you enter the lake and find the palace follow these directions: 7W, 1S, 2W, 1N, 1W, 1N, 2W, 1N. Now use the canteen several times to get the Water of Life. Jump to location 2N,12E using the APAR spell and you'll find the exit stairs. You can now travel to the Pile of Arefolia leaves and take one. This magical item is used to cast a GILL spell.

BLOODWYCH

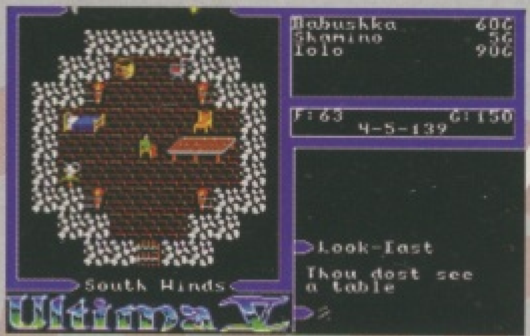
Mirrorsoft may be gone, but the melody lingers on. One of the better games which they were responsible for, and which drove us all mad just a few years ago, was *Bloodwych*. Terje Sandberg of Oslo is bashing his skull against the walls of the Moon Tower in an effort to solve the riddle of the two-pit room. One pit is in front of the entrance and the other in front of the exit. The riddle on the wall says 'First you rise, then be wise'. It looks like Terje is neither wise or capable of rising over his difficulties.

All he need do is cast a Levitate spell to lift his whole party over the first pit (this trick also works when crossing Firepath and Blaze spells). The trick doesn't help with the second pit because some rotter has cast an anti-magic area around it to confuse you. Instead, you must close the pit by stepping on the pressure pads which are found on either side of the room's central square and down the passages at the sides of the room. Trial and error will solve the problem but, be careful, as there is a magical spinner in the central square which will confuse you.



ULTIMA V

'Seeing that the *Ultima* series is rated by so many, the total absence of any mention of the games in these pages is remarkable. Am I the only one to get



stuck? I completed *Ultima IV* with relatively little difficulty, but I'm finding *Ultima V* much tougher. Please remember that not all of your readers are twelve year-old boys! So writes Janet Blunt, who is stuck on Level 8 of the Dungeon Of Deceit while searching for the Shard of Falsehood.

Having arrived on Level 8, go South four times from the ladder to the intersection. Move East twice, then face south. Go South through two rooms (behind the pillars are some Dragons which can be killed - but you can't get their treasure. Also watch for a trip that releases some monsters).

Go South to the room with five Black Squares in a wall and take the ladder which is to the far side. Take a torch from the upper right-hand corner, walk into the space where it was and push on the East wall. On the way out push the West wall in the lower left-hand corner. This allows you to access the first block where you'll defeat a monster. Push on the West wall to open a block to the East. Defeat the monster, enter the block he occupied and push the East wall. This opens a wall to your West, where you enter another block with a monster. Kill him, enter his space and push the west wall, exposing the block furthest to the East and releasing the Dragon (use Morning stars or spells on him before you release him).

Go down to the space he occupied and push the East wall. That releases the other Dragon. Kill him, and go East from the space he occupied. Push the South wall to open a wall to access the ladder down on the far side. Take the ladder to the Underworld.

PERSONAL NIGHTMARE

Vic Read of Plumstead can't find the key which opens the car boot in the garage in Horrorsoft's first adventure.

I'm not surprised that he can't get the car boot open, because it doesn't open. Instead, to get into the garage, you must avoid being run down by the car on the second night, and cause it to crash by dodging in and out of the road while moving down the street until you reach the spot where the tree is. You'll now find a bunch of keys inside the wrecked car which will unlock the garage door and other places beside. Return to the garage and enter. You will need the GLOVES, AXE, OIL STONE and MATCHES at this point. Go to the rear of the large car in the garage and press the RED button to raise the lift. Get the SPANNER from the workbench and go down into the pit under the car. 'WIPE SUMP NUT' and 'UNDO NUT' pouring oil onto the floor. 'DIP OIL STONE' into oil and sharpen the axe. Get the GOGGLES from the work bench and WEAR them and the GLOVES. Go back to the rear of the car, and, using the box of MATCHES, 'LIGHT OXYACETYLENE TORCH' and then 'CUT HOOK'.'EXTINGUISH TORCH', 'DROP GOGGLES', 'DROP GLOVES' and then 'GET HOOK'.

KINGS QUEST IV

The oddly-named Desperate Dan is inside the whale's belly in *Kings Quest IV*. He has a peacock's feather but no idea where to stick it. The trick is to carefully climb up the tongue towards top centre (starting from the right hand edge), and find a safe spot where you can stand up and tickle the dangly bit with the feather. The area to stand on is a lighter colour, too – easy, eh!

HOW TO USE THE ADVENTURE HELPLINE

Write to me, Tony Gill, at Adventure Helpline, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, with your problems and any useful hints you can give in response to those readers languishing in these pages! Make sure you include your full name and address, and I will do my best to answer your problems.

STORM MASTER

Brave the storm, with Steve Keen's guide to the windy city...



1 The Scribe – Used to load and save games. Saving games costs money so don't do it too early in the game.

2 The Inquisitor – The head of the secret police. It's vital to spy on your opponents' kingdom before embarking on a mission. Suss out where your adversaries' koopler gun positions and the major cities are to save flight time. Steer clear of his airfields or you'll waste precious time fighting rather than looting. He'll also warn of any discontent in your camp and the likelihood of oantone defecting. Pay attention to the disgruntled and they'll stay put.

3 Leonaardo – Regular visits to Leonaardo will ensure his loyalty, so keep dropping in on him.

4 The Joker – He doesn't cost much to keep happy and can make all the difference between an upsurgence in your cities and peace. Keep the people entertained and you can tax them to the limit, when you're in a spot.

5 The High Constable – If you've invested wisely, before long you'll have more produce than you could ever use. If it's useless to you, sell it and reinvest the money. Within no time, you'll have the original goods back and a sackful of cash to boot. Whenever possible avoid taxation, it brings little reward and upsets the people.

6 The Master Miller – Don't build mills willy-nilly. Take the time to find out where the strongest winds are and build there. It's better to invest money in a couple of well-located mills than several half-powered ones. There are usually five good points on the map spread evenly between the plains, mountains and forests. Make sure you have a mill in each of these locations to ensure you are never short of the different produce needed to make ships and engines. However, don't neglect the people. Place cattle on the mountainsides, wheat in sheltered plains and shy away from strong winds for maximum results. A single investment in these will not suffice. As your population increases, so should your budget for food.

7 The Adviser – For a meagre one point he'll tell you everything you need to know about your kingdom.

8 The Commander – Build kooplers along the coast line, adjacent cities and airfields for complete defence. Make sure your airfields are spread evenly. The further away from Sharkaania's coast they are, the less time and money you'll have to complete your mission.

9 The Ecclesiast – The Ecclesiast holds the power of the winds so use him to locate the strongest gusts before constructing or placing mills and livestock. He can also rejuvenate the land where the wheat is placed so keep an eye on your crop yield. He can often triple the output with a single spel, tool. By performing well on the religious ceremonies, he can collect wind spells. Smaller ones are great for boosting the mills output and the larger ones to devastate the enemy's territory before a raid.

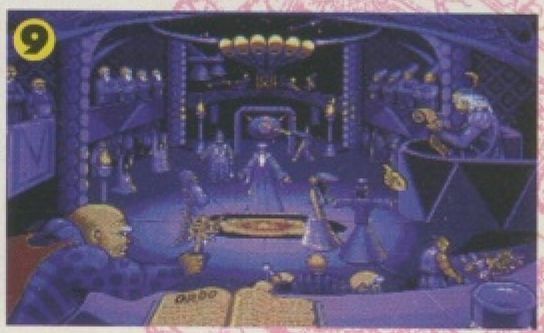












small tips

If it's top tips for all the top games you're after, then look no further...

FINAL FIGHT U.S. Gold
Poooo-ieeee! We're not exactly *Final Fight*'s greatest fans, but it seems that a few of you liked it. Still, while you start to recover, you may feel the need to cheat to reach those slow-moving later fighters. If so, pause the game and enter the words SHERRIF FATMAN. When the game is restarted infinite lives are yours.



HUDSON HAWK Ocean
Another cutesy platformer – and one of Special FX's best games yet. Still, Baldy Bruce Willis is really up against it during the game, but no more. Pause the game and type SANITYCLAUSISCOMINGTOTOWN (don't add spaces). Then (yawn, yawn), infinite lives will be bestowed upon our little ball-lobbing hero.

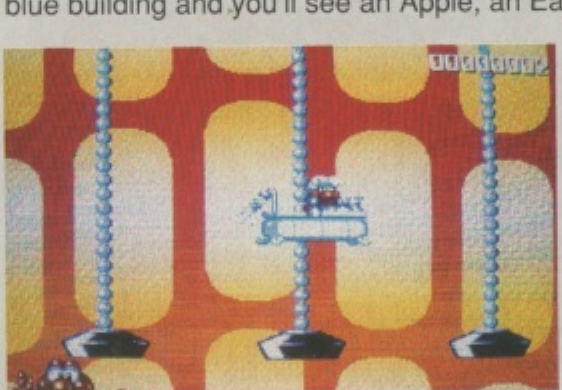


ROLLING RONNY Virgin
Oh dear, this is a rather sad attempt at the console genre, and is destined to gather dust on the shelf of many a games player. Still, if you want to eke out a few minutes more fun from it, press F9 whenever you want some more dosh for poor Ronny's funds.



KNIGHTS OF THE SKY Microprose
Our verbose letter writer, Stuart N. Hardy, has found a useful tippette for Microprose's WWI battler. If your plane is peppered with shots and badly damaged, avoid a battle and land in a field. Keep the engine running and drive your plane to a friendly airbase where it can be rearmed and refuelled. If the enemy planes attack, their bullets always miss and will fly in your path allowing you to blast them! Avoid trenches, though, as these are fatal.

ROBOCOD Millenium
Hoorah! What an excellent little platformer, and it also contains one of the best cheats we've ever seen. On starting, send Robocod jumping up to the top of the blue building and you'll see an Apple, an Earth, a Cake, a Hammer, and a Tap. Take the first letter of each item and you'll get AECHT – an anagram of CHEAT. Collect the objects in the right order (Cake first, followed by Hammer, etc) and Lordy me, invincibility is your for the taking – indicated by a flashing fish, no less... Actually, if you enter the first room and exit immediately via the left-hand point, all the game's doors will open up, too!



GODS Renegade
S'funny, but we were told that there wasn't a cheat for this. Oh well, there's nothing like changing your mind is there? When asked for a password, enter the word SORCERY and your sprite will be given endless life.



FINAL BLOW Storm
Complete crap sums this up nicely, but if you really want to see what lies past the tenth identical boxer, press F10 six times to render a fighter's defences redundant.

DEUTEROS Activision
If infinite goodies are to your liking, then follow these simple instructions. Enter the surface stores and press Shift and C. The screen will turn a vivid shade of green, so press Shift and C again to gain those promised infinite goodies.



DARKMAN Ocean
We never received a review copy of this, and having seen it I can understand why. We've seen some tripe before, but this is so bad it gives dripping a bad name. To extend your agony if you own it, though, type MEACULTA for infinite lives.



SPACE ACE II Readysoft
Readysoft always put cheats in their games which let them play without touching a single key. For this one, type HURRYDEXTER0 (no spaces, and that's a zero), and press Return. Type it twice to make sure it works.



...RESCUE THE HOSTAGES... RESCUE THE HOSTAGES... RESCUE THE HOSTAGES...
When Operation Thunderbolt confronts a deadly alien force there is only one way to survive... check out SPACE GUN. Rescue the crew of an Earth-bound cargo ship hijacked by an unknown life form. Annihilate those hideous creatures throughout all levels of your space craft using the high powered weaponry. You have a stunning arsenal of 'specials' such as the
FREEZE
and the
BLADE
plus many more.
From first person perpective you confront an interminable onslaught... it is the survival of the fighters.
SPACE GUN
COMMODORE · SPECTRUM · AMSTRAD
ATARI ST · CBM AMIGA
TAITO
ocean
OCEAN SOFTWARE LIMITED • 6 CENTRAL STREET • MANCHESTER • M2 5NS • TEL: 061 832 6633 • FAX: 061 834 0650

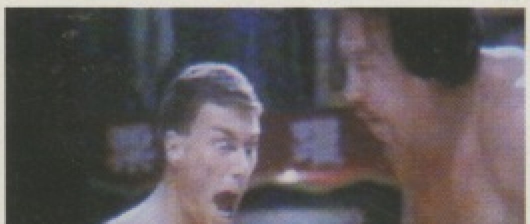
DEMOS

Steve Keen takes a further exhaustive look at Amiga PD. If you want to separate the wheat from the chaff and the good from the naff read on...

QUALITY TREAT

Weird Science have four new quality slideshows on release: Astronomy, Blood Sport, Born Free and WrestleMania. Each disk features excellent colour digitised pictures which are the closest to photographs I've seen. The first and last disks speak for themselves, but the other two concern the Claude Van Damme film and cuddly wildlife - not that they're related.
Fortiss PD, Disks 307 382 383 384



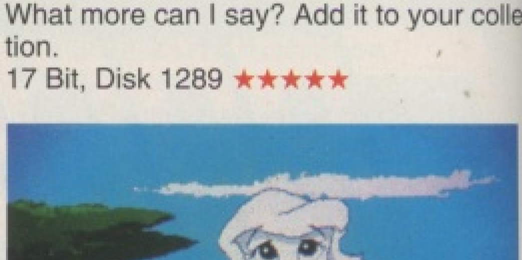




SKUNKS AND HUNKS

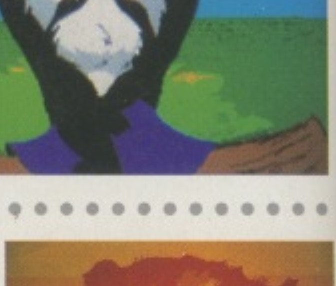
Have you got 2Mb to spare? If so, you won't find a more worthwhile investment than the Pogo animation by Eric Schwartz. Looking like a Skunky version of Amy the Squirrel, the ravishing rodent comes into contact with some woodland wannabes. It's coy, it's cute, it's cartoon animation. What more can I say? Add it to your collection.
17 Bit, Disk 1289 ★★★★★





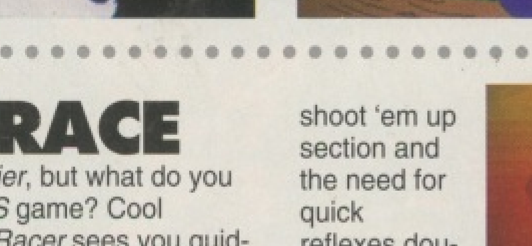
SPACE RACE

Not quite *Space Harrier*, but what do you expect from an *AMOS* game? Cool Cucumber's *Cosmic Racer* sees you guiding a lone hover speeder across the surface of seven moons, weaving in and out of the electric poles thrown up in front of you. Each level is succeeded by a shoot 'em up section and the need for quick reflexes doubles. Not bad at all.
Amiga Nuts, Disk 1225 ★★★



SUPPLIERS' GUIDE

A Bit On The Side: 8 Thorald Place, Kirk Sandall, Doncaster.
Amiganuts: 169 Dale Valley Road, Hollybrook, Southampton.
Deja Vu: 25 Park Road, Wigan, WN6 7AA
4th Dimension: 94 Breedon Street, Long Eaton, Nottingham.
Fortiss PD: PO Box 2, Earl Shilton, Leicester, LE9 8LU.
Ground Zero: 4 Chandos Road, Redland, Bristol, BS6 6TE.
NBS: 1 Chain Lane, Newport, Isle Of Wight, PO30 5LH.
Off the Wall PD, 96 Macor Street, Newport, Gwent, NP9 0GW
Rubber Radish: Bardfield, Bourne Lane, Hook Norton, Banbury, Oxon.
Polly Soft: 1 Bryant Avenue, Southend-On-Sea, Esses, SS1 2YD.
Shieldsoft: Wimar lodge, 13 Churton Road, Rhyl, Clwyd, LL18 3NB.
Seventeen Bit: PO Box 97, Wakefield, WF1 1XX.
TCS: Handsworth Road, Blackpool, FY1 2RF
Virus Free PD: 23 Elborough Street, Swindon, SN2 2LS.

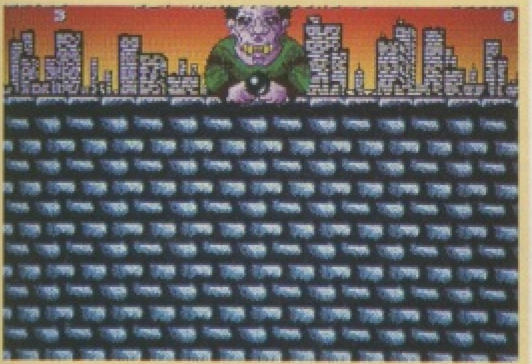


TO HULL AND BACK

Interesting, but by no means ground-breaking, is the Joytester from Devilsoft. Simply plug in your stick, load up the program and wait for the graphic to appear. As you move the stick, the program will tell you if all's well inside the plastic hull. A useful tool to add to workbench, it also tests sticks and pads from other systems, and can test up to three fire buttons. NBS, Disk U692 ★★

demo of THE MONTH





FICTION ADDICTION

We've had some great games in this month, but first place in the addiction stakes goes to The Warlord's Obliteration. The team have taken *Turrican*'s sprite, enlarged it and stuck him in the middle of an asteroid-infested platform blast. There are two games on the disk, the second of which is *Mad Bomber II*. The aforementioned gent sits atop a brick wall hurling bombs down at you in varying degrees of speed. You must collect the incendiaries before they hit the floor. The Art Of Noise's Close To The Edit heralds the game's arrival and rounds off the fun.

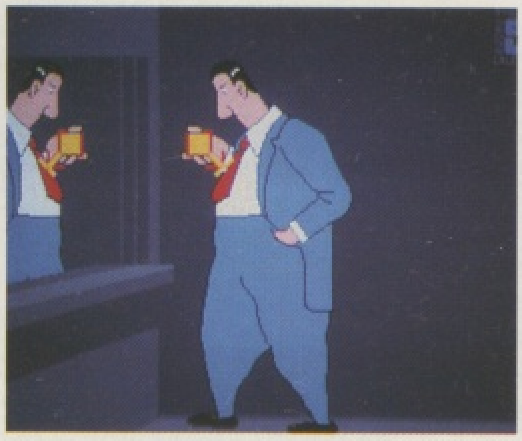
SHARP AS RAZORS

Razor have done it again. Their new demo shows the Amiga's ability to produce top-notch scrolling effects to the full. Starting off with some fantastic text presentation, complete with fades, fracturing and 3D space animations. Highly entertaining stuff from an extremely professional outfit. No boring vectors or text here. Brilliant.
17 Bit, 1604 ★★★★



WELL SUITED

A slightly old animation which has just returned to the PD scene. Originally put together by Sparta in California, a rather ruffled man walks into a bathroom and finds a *DPaint* colour filler. He combs his hair and starts to change the colour of his grey suit. Rejoicing in the fact that he no longer has to wear grey, his concentration slips for a second and he presses black. Going the way so many of my pictures have gone, he wipes the whole screen out including himself. Great idea and good fun.
Ground Zero PD, Disk A109★★★





DON'T MENTION THE WAR!

More ham-laced, ray-traced slideshows from Germany. Although most of the pictures are great, the compilation suffers from Germanitis: much too self-indulgent. I could have done with seeing more stills instead of having to read about the coders. Check this out if you collect ray-traced images, but have a German-English dictionary to hand.
17 Bit, Disk 1646 ★

DIGITAL FANTASY

A great collection of Boris Vallejo fantasy pics digitised by Tamer Aygun using *DigiView Gold 4*. There are 18 pics to scroll through and a choice of four sound tracks, including an adequate rendition of Jarre's Oxygene II. Even though quality of reproduction has suffered, nothing can diminish Vallejo's work and he's amongst the best in his field. 17 Bit, Disks 1644 A&B ★★★★









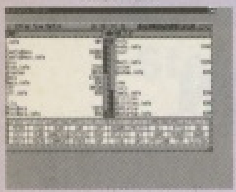
LAND LOVERS

California-based teams never do anything by halves. If they want to produce a supposedly impossible effect on the Amiga, rest assured they'll do it somehow. That's why these two 1Mb landscape animations last a mere five seconds each, but, such is their size, they come on two disks. The demos have been put together on a 3Mb A500 using *Scenery Animator*, and took over five hours to produce. One day all games will look like this, but for now we'll have to make do with these. 17 Bit, Disks 1619 A+B ★★★

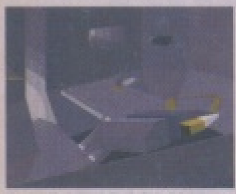
UNITED PUBLIC



AGATRON - TOBIAS RICHTER



SID 7 MESSYSID II



ALCATRAZ ODDESSEY AN ABSOLUTE EPIC !!!!



DIE FILTH - RAMBO STYLE ARCADE ACTION !



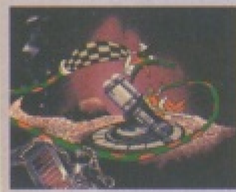
MANGA DEMO



BRUNOS MUSIC BOX GREAT INTRO !



LPD47 DIRTY CASH



DRAGONS LAIR SUPERB DEMO !



RAY OF HOPE 2 BRILLIANT DEMO !

GAMES

PG001/2 ADVENTURE SOLUTIONS 2 disks full of adventure solutions! (2)
PG003 AIR WARRIOR This is a flight simulator program +
PG004/5 ALL NEW STAR TREK Great game from Tobias Richter! (2) +
PG006 ANTEP & SLOT CARS A graphical role playing game & a car game +
PG007 APIDYA Brilliant demo of a great new game. Get it !
PG008 ASI 1 Tanx, Rollerpede, Avatris, Caverunner & Amigoids, +
PG009 ASI 2 Girl action, Missile command Invaders & 3 more! +
PG010 ASI 3 Megaball & Drip! Superb breakout game & platform game +
PG011 ASI 4 Jumper, Gomoku, Cracker, Jumpy, Turbo duel & Klondike! +
PG012 ASI 5 Raid, Go Looly & Retaliator. 3 shoot em ups +
PG013 ASI 6 Downhill challenge, Pacman 87, Meta Llamas & Welltrix
PG014 ASI 7 Destination Moonbase, Trix, Mightworks & Clauds runner
PG015 ASI 8 Air ace II, Hball, Number Fumbler & Snakepit! +
PG016 ASI 9 Battle pong & Blizzard - Two absolute great games !
PG017 ASI 10 Escape, Pipeline, Pickout & Sys!
PG018 ASI 11 Dad, Connex, Towers of Hanoi, Reversi & Trippin!
PG019 ASI 12 Llamatron, Car, Powerpong & X F 1!
PG020 ASI 13 Ball,Asteroids,Twinris,Block it,Squamble & Amigatration
PG021 ATIC ATAC A conversion of the old classic Spectrum game +
PG022 AWESOME PREVIEW Fantastic preview of a great game!
PG023 BATTLEFORCE A strategy war game similar to Mechforce
PG024 BLACKJACK A really good version of the game! +
PG025 BUCK ROGERS A nifty little shootemup from the C-64 days !
PG026 CASTLE OF DOOM An easy graphic adventure game! +
PG027 CHINESE CHECKERS Computer version of the popular board game +
PG028 COLOSSUS & WORLD Two very good adventures from Software distillery+
PG029 CROSSWORD COMPILER Nice program for making crosswords! +
PG031 DARKSTAFF A spectrum emulated text adventure game +
PG032 DRAGONS CAVE great Dungeons game, nice graphics! +
PG034 ETERNAL ROME & DOMINOES 2 nice games on this disk +
PG035 ENSIGNIA MAZE Nice little maze game allows 4 views of maze at once
PG036 FLASHBIER Over 200 levels in this boulderdash type game
PG037 FRANTIC FREDDIE Classic platform type fun with good music
PG038 GALACTIC FOOD FIGHT Fight through ice cream cones fruit etc +
PG045 GROWTH Brilliant game where you must shoot the brain! +
PG046 HACK Great text adventure in the infocom style! +
PG047 HOLLYWOOD TRIVIA Nice trivia game with lots of questions! +
PG048 HOLY GRAIL A nice text adventure, one of the best +
PG049 JETMAN remember the old game jetpac ? Well here it is ! Mega!
PG051 KILLER CARS A great car game with filled vector graphics ! +
PG052 LAMER GAME Similar to operation wolf shoot em up. +
PG053 LARN Another very well regarded text adventure game +
PG054/55 LEARN & PLAY Great fun for the kids on two disks (2) +
PG056 LASERZONE Great old 64 classic shoot em up!
PG057 LEAPING LARRY Simple platform game done in Amos
PG058 LETTRIX Nice puzzle games similar to Tetris!
PG059 LORE OF CONQUEST Exellent space trading game D&D style!
PG060 MARBLE SLIDE Puzzle game, build slides up!
PG061 MASTER OF THE TOWN Shoot the signposts in this game
PG062 MENTAL IMAGE PACK 3 great games Gridrunner Invaders & Rebound +
PG063 MORIA Text adventure based around Dungeons & Dragons theme!
PG064 NAPOLEONIC WAR SIMULATOR A nice strategy type game!
PG065 NESTOR CARD GAME Another card game, looks quite good! +
PG066/67 NETHACK Dungeon & Dragon adventure style game, very popular! (2)
PG068 NO MANS LAND Hi tech war games shoot em up. +
PG069 NU GAME Shoot em up with good graphics, quite difficult!
PG070 PETERS QUEST Rescue the maiden in this fun platform game +
PG071 POM POM GUNNER Blast the enemy aircraft in this Beachead clone +
PG072 PROPERTY MARKET Become a millionaire before you retire at 65
PG073 RAPHAELS REVENGE A turtles game done in SEUCK! +
PG074 RETURN TO EARTH Elite type space trading game! +
PG076 SEVEN TILES Superb futuresports speedball type game. Great!
PG078 SCUM HATERS Shoot em up done by Brazzle Atkins in SEUCK +
PG079 SEALANCE A submarine strategy game seems very involved +
PG080 SERENE SHOOT UP Another good quality Shoot em up +
PG081 SERENE II Follow up to the above game +
PG082 SIMPSONS GAME Vertically scrolling shoot em up done in SEUCK! +
PG085 STARFLEET Nice little game done in SEUCK! +
PG086/87 STAR TREK The US version by Jim Barber, very good (2)
PG088 STAR TREK NEXT GENERATION Strategy game runs in Hires 1mg +
PG089 STAR TREK THE SHOOT EM UP Yes a SEUCK version of game. +
PG090 SUBCULTURE Playable 1st level of a good shoot em up! +
PG092 SWIV DEMO Superb demo of an exellent shoot em up!
PG093 TENNIS A good shareware tennis game! 1mg
PG094 TRAIN CONSTRUCTION KIT make your own track layouts! +
PG095 TREK TRIVIA For you Star Trek freaks, loads of questions!
PG098 TURRICAN 2 PREVIEW Great demo of superb shoot em up!
PG100 THE JAR Very nice little jump & run game.
PG101 THE INSIDERS CLUB Stocks & shares game, see how far you get
PG102 WATERMINES Nice boulderdash type game!
PG103 WET BEAVER GAMES Version of the old pong game! +
PG104 WONDERSOFT GAMES Golf, Congi, Missile, Trilion, Windmill etc!
PG105 WIZZYS QUEST A very good arcade adventure game from Germany +
PG106 YELP Nice little painter type game! +
PG107 ZEUS A very good & popular block puzzle game +
PG108 ASI 14 New Pack, China Challenge II & Amiga Columns!
PG109 TOMCAT Nice vertical scrolling shoot em up! +
PG110 SUPER SKODA CHALLENGE Nice new car racegame! +
PG111 MIDNIGHT THIEF A nice text adventure game!
PG112 ULTIMATE CARD GAMES Cribbage,Hearts,Bluemoon,Patience & Solitaire!
PG113 WASTELANDS Superb 3d vector game, you must get this, brilliant! +
PG114 CHINA SHOP Great pull in china shop game, smash everything in sight!
PG115/119 NEXT GENERATION TRIVIA 5 disk game with loads of questions! (5)+
PG120 MISSION X Shoot em up game. Very good graphics +
PG121 A500+ GAMES PACK 21 games to run on the A500+
PG123 LEMMINGOIDS Great game, blast the Asteroids (lemmingoids?)
PG124 TOTAL WAR great new "Risk" type game, ok on Plus! +
PG125 CARD SHARP 5 fab card games, Klondyke, Demon, Castle etc! +
PG126 SKYFLYER Superb WWII shoot em up, great graphics! +
PG127 AIRMANIA Super platform game from Addware + chance to win prizes!+
PG128 CHEAT WORKS Tremendous amount of cheats on this disk, very good!
*PG129 PUGGLES Brilliant Q*Bert style game ! Get it While you can !*

EDUCATIONAL SOFTWARE

PE001/5 EDUCATION SET Science, Geography & more. Superb ! (11+) (5) +
PE006 KIDSPAINT Superb talking colouring book for the very young! +
PE007/8 LEARN & PLAY 2 disks of educational programs. under 10s +
PE009 STORYLAND 2 Brilliant kids game, save toyland from the witch!! +
PE010 TOTAL CONCEPTS ASTROMOMY Fab interactive book on a disk. Get it ! +
PE011 TOTAL CONCEPTS DINOSAURS Learn about the dinosaurs, fantastic! +
PE012 MR MEN STORIES Excellent for children learning to read +
PE013 SIMON & SPACE MATHS Talking maths program for kids +
PE014 SPANISH, FRENCH, GERMAN TUTOR Translates all languages +
PE015 TREASURE SEARCH Help the pirate find that treasure ! +
For more excellent educational software see the DeJa Vu listing

BUSINESS SOFTWARE

PB001 AMICASH Brand new bank management program. very easy to use. +
PB002/3 ANALYTICALC Now unpacked and ready to use! (2 disk version) +
PB004 ASI LABEL PRINTERS All the best label printing programs on 1 disk +
PB005 BANKIN A complete cheque book analysis program. Keep tabs on cash +
PB006 BUSINESS CARD MAKER Make your own with this useful utility. +
PB007 CLERK Another program similar to Journal, manages your bank account.
PB008 DTP PUBLISHER From Germany, English translation now available+
PB009 FLEXYBASE DATABASE A simple to use database for the beginner. +
PB010 JOURNAL A nice program designed to keep track on your finances.
PB011 MISCELLANEOUS BUSINESS PROGRAMS Geotime, Grocery list, Calc
PB012 QBASE Database program, simple to use with full search facility.
PB013 QED A nice easy to use text editor program ! Load, save, print. +
PB014 RIM DATABASE Very comprehensive relational database system.
PB015 TEXTPLUS V3.00 One of the best wordprocessors, inc. Amigaspell. +
PB016 UEDIT LATEST RELEASE !Word processing shareware program. +
PB017 VISICALC SPREADSHEET Simple to use spreadsheet program based.+
PB018 WORDWRITE WORDPROCESSOR Comprehensive wordprcessor,speller
PB019 600 BUSINESS LETTERS contracts, letters, allsorts included ! +
PB020 TEXT ENGINE 3.0 New version ! Superb quality wordpro. Get it ! +
PB021 AMIBASE PROFESSIONAL Now PD !!! Powerful easy to use Database +
PU022 BBASE II A fast & easy to use database program !
PU023 FORMS REALLY UNLIMITED Excellent form generation program +

UTILITES & GENERAL

PU002 A-GENE Good geneology program, to trace your family name. 1meg. +
PU003 A68K 68000 Assember program for the Amiga rather difficult to use.
PU004 A64 EMULATOR Commodore 64 emulator program + some basic listings!
PU005 AMATEUR RADIO 1 Some programs of interest to the radio ham! +
PU006 ANIMATED POINTER PACK Disk full of animated pointers!
PU010 ARP 1.3 Amigados replacement project, contains new libraries & more !
PU012 ASI GRAFFIX UTILS Great disk full of graphics convertors etc. +
PU013 ASI BOOT UTILITIES Loads of bootblock utilities on here. +
PU015 BIORYTHMS, STARCHART Check your Biorythms & Examine the night +
PU017/20 C MANUAL II (4) New and better ! Version 2 now comes on 4 disks! +
PU021 C-LIGHT RAY TRACER A commercial ray tracing package. Now PD !!!! +
PU022 CHEMESTHETICS Chemistry program for molecule display etc! +
PU023 CHET SOLACE UTILS 26 utilities on this disk.
PU025/32 CLIPART 8 disks crammed full of some of the best clipart around! +
PU033/35 COUNTACH CLIP ART (3) 3 disks packed full of clipart ! Various +
PU036 CURSER BASIC COMPILER Just what you need to speed up basic progr+
PU037 D-COPY One of the best PD copy utilities available, easy to use. +
PU038 DARKSTAR UTILITES 3 A disk full of assorted useful utilities
PU039 DBW Good PD ray tracing program inc some pictures ! CLI Knowledge.
PU040 DEMOLISHER UTILTIES 168 easy to use utils something for everyone +
PU041/43 DESKBENCH Nice alternative workbench,Icons + bases (3)
PU045 DIRECT ACTION A useful Utility for editing animation sequences.
PU046 DISKMASTER 3.0 CLI Utility program, copy files, delete, format disks.
PU047 DOPE INTROMAKER Make your own intros with this utility.
PU048 DYNAMITE FONT II Another popular disk. Stacks of IFF fontscreens.
PU049 DYNAMITE FONTS Exellent fonts disk for use in Dpaint etc
PU055 ELECTROCAD PREVIEW If your'e into circuit design try this now V1.4! +
PU056 EXILE FONTS More of theses superb fontscreens. For use with DPaint +
PU058 FONTS AND RAM MANAGER Lots of fonts plus a software ram switch !
PU059 FONTS & SURFACES Lots of useful fonts brushes etc for use in Dpaint!+
PU061 GENESIS DEMO Superb fractal generator, really good!
PU062 GRAPHICS UTILITIES Load of useful graphically orientated programs. +
PU063 HAMLAB Convert VGA PC pictures to Amiga ham mode with this utility. +
PU064 HARDDRIVE UTILS Some good utilities for hard drive owners. +
PU065 ICONMANIA Loads of programs for icon creation & many icons! +
PU066 ICONS This disk is just crammed with useful & varied icons. +
PU067 IMPLODER V4.0 Very good crunching program, very efficient! +
PU068 INTERFERON PRO Create protection bootblocks against viruses.
PU069 JAZZBENCH A great alternative workbench much preferred by many!
PU071 JR COMM 1.02 Latest version of another superb comms package! +
PU072 KEFRENS METALLION UTILITIES Great util disk full of fonts & more! +
PU073/76 KING JAMES BIBLE Old testament & New testament & text reader (4)+
PU077 LANGUAGES DISK All you ever needed ! Forth, Modula 2, X-Lisp Logo+
PU078 M-CAD Computer aided design package uses hi res mode. Good. 1M.+
PU079 MACVIEW,DRAW,ROTATE Collection of three unusual programs.Good!
PU080 MESSY-SID Easy to use PC - Amiga file transfer program, Brilliant
PU082 MOBED A very useful program for editing sprites and bobs.!+
PU083 MORSE PROGRAMS Disk full of Morse code programs for radio hams.
PU084 MYSTIX HARDWARE MODS Documents disk for hardware modifications.
PU086/7 NORTH C 1.3 (2) A two disk unpacked version of above program. ! +
PU088 NORTH C 1.3 (Packed) The complete C compiler by Steve Hawtin !+
PU089 PASCAL COMPILER Now becoming a popular language, now PD
PU090 PC EMULATOR Software PC emulator needs MS DOS to run! CGA graph+
PU091 PENDLE MEGAUTILITIES 1 An essential collection of over 200! +
PU092 PENDLE UTILITIES 5 Another great compact by the Red Devil.
PU093 PENDLE UTILITIES 6 includes copiers and more utilities
PU094 PENDLE UTILITIES 7 A very popular utility collection. Try it !
PU095 PRINTER DRIVER GENERATOR Design your own printer driver with this+
PU096 PRINTER DRIVER UTILITIES Various non-standard printer drivers.
PU097 PRINT STUDIO V1.25 Great utility for accurate printout of pics,text.+
PU101 QUICKBENCH Another alternative workbench system, very clever this!
PU102 RAZOR 1911 Graphics rippers, Virus killers, Disksalv. powerpacker
PU108 ROT A simple 3D drawing package for your Amiga. Very popular.+
PU109 SCOPE 114 Structured clipart for deskop publishing etc! Ppage etc! +
PU110 SCOPE 115 Structured clipart for use in Professional page ETC.+
PU111 SID V1.6 Newest version of the easy to use CLI utility. Essential !
PU112/3 SOMETHING FOR NOTHING 2 disk set full of video utils, fonts etc.(2)
PU114 SOZOBAN C Another very popular C envioroment, similar to North C
PU115 ST EMULATOR Run Atari ST software on your Amiga. Needs 2 drives.
PU116 SUPER 'C' DISK As near to a hard drive as mere mortals get!
PU117 SUPERKILLERS Kills 190 viruses, more than Master Virus2.2. A must!
PU118 SUPER WORKBENCH Yet another alternative workbench disk!
PU121/2 TV GRAPHICS Superb Dpaint backdrops and some great fonts. (2) +
PU124 ULTIMATE ICON DISK Contains Iconmeister,Iconlab,Iconmaster & icons +
PU125 ULTRAPAINT v3 A nice paint package for IFF pictures! +
PU126 UTILITIES COLLECTION Another great collection of utilities about 100!
PU127 UTILTIES DISK 1 Another one for the collection. About 60 or more.
PU128 VECTOR DESIGNER A very comprehensive but difficult to use proggy.
PU129/30 VIDEO APPLICATIONS (2) Programs for use with genlocks & videos! +
PU132/3 WINDOWSBENCH A Windows 3/Workbench2 lookalike, very nice. (2)
PU134 WORKBENCH HACKS Disk full of amusing workbench hacks!
PU136 ZX SPECTRUM EMULATOR Latest version now with sound too ! +
PU138 LAST HOPE Priceless when you've just erased a valuable file! +
PU139 GRAPHICS CONVERTERS Convert graphics, format PC disks etc!
PU140 LITTLEBENCH At last a file copier etc for A500+ (Dos 2 ONLY) ! +
PU141/2 TAROT II Learn about your stars with this program, on 2 disks! +
PU143 OPTIUTILS 1 Disk crammed with superb utilities! +
PU144 OPTIUTILS 2 A second disk full of utilities! +
PU145 OPTICOMMS 1 Contains Ncomm 1.921 Lharca, Zoo Arc etc with docs! +
PU147 BEATRIX POTTER Clipart converted from the PC. Lovely. +
PU149 ELECTRONIC PROTOTYPER Demo version of a "Veroboard" designer! +
PU150 FOOTBALL LEAGUE EDITOR Update league positions of your fave team!
PU151 BROTHERHOOD UTILS 1 Dcopy,Boot menu,Scenery,Qed (DOS2 ONLY!) +
PU152/66 CLIPART SET: A 15 disk set of all the best,available in one set! +
PU167 MULTI-PLOT Excellent data plotting program ! latest Version

ANIMATIONS

PA001 AEGIS ANIMATIONS 3 anims, Juggler, Plane & Merlyn. +
PA028 AGATRON ANIMS 5 great short looped animations! +
PA029 APPLECUS ANIMATION Great anim of an abacus (applecus??) +
PA030 BAD BIRD ANIMATION Not too bad this one. +
PA031 BASKETBALL A basketball player shooting a ball into the net. 1M +
PA032 BONGO ANIMATION Animation of a man playing the bongo drums. +
PA033 BUSY BEE Cute animation of a freaky bee. almost looks wooden. 1M +
PA034 CLOTHES PEG Bouncing clothes pegs and more. Not bad. 1M
PA035 COOL COUGAR A cartoon style anim, tells the story of cool Cougar.1M +
PA036 CX1 SPACESHIP A cool sculpt 4D anim of a ship circling a globe +
PA037 DART ANIMATION Good animation of a dart passing through a
PA038 DRAGONS LAIR TIME WARP Animation of the cartoon game .1
PA039 ERIC-S AMY VS WALKER Cute & sexy(?) squirrel chasing Walke
PA040 ERIC-S BATMAN A great animation featuring batman and the jo
PA041 ERIC-S COTOTE 2 This ones a corker,coyote up to this tricks 3
PA042 ERIC-S COYOTE STRIKES BACK Not too good this time but po
PA043 ERIC-S MORE AEROTOONS More humorous cartoon capers. G
PA044 ERIC-S SHUTTLECOCK Two Space Shuttles playing with a sat
PA045 ERIC-S STEALTHY II The Mig-29 and Stealthy bomber cartoon.1
PA046 FRANKLYN THE FLY Great anim of a day in the life of a housefly
PA047 GHOSTBUSTER ANIMATION Anim on the popular ghostbusters
PA048 GYMNAST ANIMATION Animation of a gymnast swinging on ba
PA049 HAPPY ANIMATIONS HappyMan, TreeFrog, Windowman and Ha
PA050 HIGHLANDER SWORD ANIMATION Anim of a Scotsman dancing
PA052 LAUREL AND HARDY Brazzel Atkins, select your film from the
PA053/4 LIGHT CYCLES (2) Huge animation from the Tron film. Fab. 1
PA055 LUXO TEENAGER Father & son lamp animation, excellent 1M +
PA056 MAGICIAN II this ones a bit better, more glossier this time round
PA057 MAGICIAN Similar to the juggler anim, but not quite as glossy 1
PA058 MINER A miner truck loading coals into a buggy to be taken aw
PA059 MR POTATO HEAD Watch the potato man in cabaret! +
PA060 NEWTONS CRADLE ray traced animation, plus F-19 and Rocking
PA061 PHAROAH ANIMATION An animation of a Pharoah kings mask. +
PA062 PIANO ANIMATION This is an animation of a cartoony piano! +
PA064 PROBE SEQUENCE Probe investigateslife forms on distant pla
PA065/68 REAL 3D (4)Superb demo of effects possible with Real 3D.1m
PA069 REAL THING HORSES demo of the animation package for delux
PA070 SHUTTLECOCK ANIMATION 2 shuttles playing with a satellite!
PA071 THE BOINGS Great anim of 2 Zebedee characters on springs!!
PA072 THE JUGGLER the old classic animation that sold 1000s of Ami
PA073 THE KNIGHT DEMO Animation of a knight climbing out of a boo
PA074 THE WALKER DEMO Helicopter attacking the walker. Film style.
PA075 THE WALKER DEMO II Walker Attacking the A2000. Not bad. 1M
PA076 UGLY MUG ANIMATION The ugly mug goes for a spin! +
PA077 UNICYCLE ANIMATION Exellent animation of a unicycle & a car! +
PA078 WINGS Superb quality red baron biplane animation. Very nice.1M
PA079 ZEUS BUST ANIMATION Animation of a golden bust rotating! +
PAO79 MR POTATO HEAD 2 Another great Chris Hill animation disk! +
PA080 LEMMINGS ANIMATION Great lemmings animation. Check it out
PA081 BUSTER DOUGLAS Digi anim of Busters not so famous moment
PA082 TAXI DRIVER Nice anim of a taxi moving along the road+

AGATRON AVENUE

AGA01 RED LOTUS Spinning down the road. Fantastic !!
AGA02 JET FIGHTER landing on a runway, basic anim +
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +
AGA04 KLINGON CRUISER Flying around your amiga screen !
AGA05 STAR TREK KLINGON fires torpedoes 1m +
AGA06 LOGO, plus a great star wars fly by animation. 1Meg
AGA07 STAR WARS FIGHTER doing loops etc 1m +
AGA08 STAR WARS, a great ani mfrom the movie (CLI, Showanim)
AGA09 STAR WARS - Fighter fly by, impressive 1m +
AGA10 STAR TREK - Enterprise in dry dock. Incredible ! 1M +
AGA11 TRON - Tank v Deactivator. Good vectors +
AGA12 TRON ANIMATION - Not one of the best +
AGA13 ROBO 1 A nice ray traced robot waving 1m +
AGA14 STAR TREK Workbee & Reliant. 3 shots +
AGA15 LOTUS CAR, Billiards, & Jet Fighter animations! +
AGA16 STAR TREK Various anims from the star trek game. Good. +
AGA17 STAR TREK TWOK animation Short but okay +
AGA18 STAR TREK - Enterprise fly by. Short anim +
AGA19 BOND ANIM - Copter plus a car, not too amazing ! +
AGA20 Huey 2 A helicopter leaving a landing pad. Neat. 1M +
AGA21 ENTERPRISE DOCKING WITH SPACE STATION - WICKED !!! 1M +
AGA22 ENTERPRISE APPROCHING Another stunning anim ! 1M +
AGA23 FLEET MANOEVRE Stunning animation, shows off your amiga !
AGA24 KULI PEN animation & Ping pong. Great! 1m +
AGA25 THE RUN , a suberb car chase 1mg or over. 1m +
AGA26 SHIP ROCKING at sea, / enterprise leaves dock. 1m +
AGA27 BOOK OPENING Nice anim of a book opening. 1 Mg
AGA28 SHUTTLE & ENTERPRISE Fabulous animation by Richter. 1M +
AGA29 MILLENIUM FALCON The ship being chased - Excellent 1M
AGA30 HYPERSPACE animation & Landing animation 1m +
AGA31 PORSCHE anim of a rising out of a table 1 mg. +
AGA32 SPACE - Space probe flying away 1m +
AGA33 PROBE animation Bird of prey animation & Klingonhit! 1m
AGA34 SPACE OFFICE - Star trek anim, a little bit short +
AGA35 SPACE PROBE, great anim of a probe zooming off 1m +
AGA36 BIRD OF PREY, loop the loop, excellent animation 1m +
AGA37 TOBIAS GOES KNACKERS - Check this on out ! 1m +
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG - BUY ONE !!)

POWER-ANIMS

PP001/2 ANTI LEMMINGS (2) Absolutley brilliant animation ! Get this no
PP003 AT THE MOVIES Cute anim from Mr Schwartz featuring Amy squi
PP004/7 AUTOMATED LIGHT (4)Fab battlestar galactica type animation.
PP008/10 BUZZED (3) Great animation of a wasp crashing into things.
PP011/12 DATING GAME (2) Superb new demo from Eric Schwartz, Get
PP013/15 DRAGONS LAIR (3) Three meg power demo with sound effects
PP016 GULF WAR ANIM Find out what happens to Hussein! Brilliant 2m
PP017 JUGGLER II Juggler meets Ms.Juggler. Great followup 1.5Meg
PP018/20 LOST IN SPACE (3) Remember the old TV series ? This is it !
PP021/24 LANDING (4) Tobias Richter Poweranim ! Superb ray traced
PP025/27 STATION AT KHARN (3) Animation of a a spacestation,nicely
PP028/33 UPGRADE (6) Wow ! Camberwick Green meets the Amiga !
PP034/35 VAUX KILLERS (2) An old but quite good 2mg demo 2mg.
PP036/37 WALKER DEMO (2) The 2 disk 2mg version of this classic dem
PP038/39 WAVE SAILING (2) A nice animation of a wave sailer! 1.5mg
PP040/41 AT THE MOVIES II Brilliant, works on 1 to 3 mg configuration

DEMOS

PD001 AGONY DEMO Brilliant graphics in this game demo,show it to ST
PD002 ALARM MEGADEMO Nice new demo with a good acid type vide
PD005 AMOS 3D DEMO Shows you some effects that are possible with
PD007 ANARCHY INSPIRATION IS NONE Demo with superb ray trace G
PD008 ANARCHY MADNESS II Bobs and Filled Vectors, superb music.
PD009 ANARCHY SYSTEM VIOLATION Classy demo Vector Bob Gfx Coo
PD010 ANARCHY DIGITAL INNOVATION Their latest and best , superb!
PD011 ANIMATORS MEGADEMO A nice new megademo from the Animat
PD016 BUDBRAIN II Hilarious megademo, house music video & more
PD017 CASCADE MEGADEMO Curious demo with a puzzle and an acid p
PD018 CHAOS ROCK A fantastic light show based on fractal patterns. +
PD020 CRIONICS MEGADEMO Includes the superb maddona demo and m
PD021 CRIONICS NEVERWHERE Superb ! with a Real world demo & Mad
PD022 CRIONICS TOTAL DESTRUCION Very nice plasma plus kickin mu
PD023/25 ALCATRAZ MEGADEMO Exellent, huge demo on 3 disks! + (3)
PD026 CRUSADERS SPACE DELIRIA Fantastic music by Dr.Awesome !
PD027 CRYPTOBURNERS HUNT FOR RED OCTOBER Lovely filled vector
PD028 DARKNESS MEGADEMO II Another unlimited bobs demo !!!
PD030 DEAD DANCE THRASH Amazing thrash metal soundtrack & wier
PD032 DEVILS LABYRINTH Great new demo with some fab effects,RGB
PD033 DEVILS NO REALITY Another great multipart demo from Devils! +
PD035 ELVIRA DEMO An exellent demo of a very good game!
PD036 E P I C Incredible preview to a new game by Ocean, vectors. 1M

PD • 1-19 £1.25 EACH • 20+ 99P EACH
DEJA VU LICENSEWARE £3.50
UK - PLEASE ADD 50P P&P
EC +25P PER DISK • NON EC +50P PER DISK
Most orders dispatched same day !

MAIL ORDER: Send your Order with a Cheque/PO/IMO to any of the four Distributors listed.

BY TELEPHONE: Call us now with your order details Card number (Minimum credit card order $5.00)

PUBLIC DOMAIN SOFTWARE

NBS
UPD5, 1 CHAIN LANE, NEWPORT,
ISLE OF WIGHT, PO30 5QA
0983 529 594

MasterCard

PD037/38 ERPLAND (2) Brill kalidescope patterns on this great demo! +
PD039 FILLET THE FISH Similar to puggs, but not quite as good. +
PD041 FRAXION FUTURE VISIONS Superb Aliens-type intro plus pictures +
PD042 GOLDFIRE OBLIQUE INFINITY Nice megademo with an acid video!
PD043 GOLDFIRE ULTIMATE FX Another good megademo from Goldfire. +
PD044 HORIZEN SLEEPING BAG Great multipart demo with vectors, music.
PD046 IRAQ DEMO Amusing demo of Saddam meeting President Bush !!!
PD049/50 KEFRENS MEGADEMO VIII Loads of filled vectors and music.(2)
PD051/52 KGB MEGADEMO (2) A great house music video & vector drummer
PD053/54 LAUREL & HARDY Good demo sings 'The lonesome pine' song.(2) +
PD055 MAGNETIC FIELDS HYSTERESIS Excellent vector graphics !
PD056/57 MAGNETIC FIELDS SPACED OUT (2) demo with great music tracks
PD058/59 MAXIMUM OVERRIDE (2) Very nice filled vector demo by TSB.
PD061/62 MONTY PYTHON (2) Brilliant demo featuring lumberjack song +!
PD063 MONTY PYTHON NUDGE NUDGE Another amusing sketch ! (2)
PD064 NEWTEK DEMO 3 exellent demo,take your machine to the limit!(2)+
PD064 NOT THE NINE O CLOCK NEWS Amusing sketches on these disks (2) +
PD066 PHENOMENA ECES A very good demo with light sourced vectors ! +
PD067 PHENOMENA INTERSPACE Is time Linear ? Get this to find out!
PD068 PHENOMENA ENIGMA Absolutely brilliant, one of the greatest +
PD069 PHENOMENA JOYRIDE Another absolute corker of a demo!
PD070/75 PINK FLOYD THE WALL (6) Yeah ! A huge demo based on film !
PD076 PLASMUTEX Kickin SoullISoul music beats & wild copper plasma! +
PD077 PMC ALPHA OMEGA An absolutely superb filled vector demo. +
PD078 PUGGS IN SPACE A classic demo, the kids will love it.
PD079 PRISONER DEMO Remember the old 60s series? heres the demo! +
PD080 PULLING THE TRIGGER Well laid out set of demos. +
PD081 PURE METAL CODERS Present fractal demos disk, very nice.
PD085 REBELS MEGADEMO II An old classic blast from the past! +
PD086 REBELS COMA This one is a classic ! the best Acid video on Amiga
PD087 REBELS SNAP A nice demo with spooky style music track. Great
PD088 REBELS TRIPLE TROUBLE Some brilliant plasma effects here! +
PD089 RED SECTOR CeBIT 90 An old classic filled vector demo, music
PD090/91 RED SECTOR MEGADEMO (2) Still stood the test of time, good +
PD093 SCOOPEX CHROMIUM Superb demo with great graphics and music.+
PD094 SCOOPEX MENTAL HANGOVER One of the best demos of all time. +
PD095 SHADOW OF THE BEAST DEMO Superb demo of a classic game! +
PD097 SILENTS GLOBAL TRASH This is a MUST for all demo freaks +
PD098 SILENTS ICE Latest demo from the Silents. Brilliant music +
PD100 SIMPSONS BY DECAY With superb animation and a great music beat
PD101 SIMPSONS EQUINOX Remix of the song & pics of our fave Bart! +
PD103/4 ST PEPPERS LONELY HEARTS 60s syle demo from Brazzle(2) +
PD105 TECHNOFLIGHT MEGADEMO Not a bad little megademo.
PD106 TECHNOFRIGHT A spooky demo with good music & effects!
PD108 TOMSOFT TRIP TO MARS Very good 3D filled vector trip to mars
PD109 TOMSOFT VIRTUAL WORLDS An absolute Epic ! Best demo of the year
PD111 UNREAL DEMO Superb graphics & sound in this great demo. +
PD113 VANGELIS DEMO Great music & superb colour cycled gfx. 1mg. +
PD114 VECTRA SINKING DEMAND Really good filled vector demo.
PD116 WITH VECTORS TO HEAVEN New demo just in, check it out! +
PD117 WRATH OF THE DEMON DEMO Another to show off the machines gfx+
PD119 REBELS OUTLAND Latest demo from a prolific outfit! Excellent
PD120 KEFRENS GUARDIAN DRAGON A very nice new demo from Kefrens!
PD121 DIVINA TECHNO FRIGHT Vectors in front of Ham pics? Good! +
PD122 AC/DC MONEY TALKS Amusing animated cartoon of Angus & co! +
PD123 ITALIAN BAD BOYS MANGAD Japanese style cartoons & techno music!
PD124 ANDROMEDA DECAYING PARADISE Very good vector demo & music! +
PD125 RAY OF HOPE 2 Great megademo, good music & graphics!
PD126 LEROY 1 Great pack inc, Substance, Shining vector, & more! +
PD127 BASS SUBLIMINAL VISION Very heavy rave music & graphics!
PD128 DIVINE INSPIRATION New music disk by Goldfire. Very good.
PD129 RAZOR 1911 VOYAGE Another great party winner demo Super effects!
PD130/34 ALCATRAZ ODDESSY Awesome 5 disk space extravaganza ! Brill ! (5)
PD135/6 CRIONICS HARDWIRED Fab space anim with superb effects & music (2)
PD137 ANGELS EVOLUTION DEMO Great psychedelic vectors & more!
PD138 ANARCHY SEEING IS BELIEVING Brilliant demo with exelent music!!
PD139 TRACKERS POWER & AGONY DEMO Some unusual Vector effects! +
PD140 CELSIUS 23 MORE VECTORS A Terminator intro + hundreds of vectors! +

MUSIC DISKS

PM001 100 GREATEST 64 TUNES Over 100 classic 64 tunes imortalised ! +
PM004 ALCATRAZ 'THE POWER' Excellent re-mix of the song by Snap.+
PM005 ALCATRAZ MORE THAN MUSIC A superb music disk well presented+
PM007/8/9 AMAZING TUNES II (3) This ones a biggy loads of great music !
PM010 AMEGA PARTY WINNERS Four EXCELLENT songs that won the party +
PM011 QUEEN - THE INVISIBLE MAN Also includes a remix of ride on time
PM012 AMIGADEUS CLASSICAL Superb renditions of Eine Kleiner etc. +
PM013 ANARCHY CAPTURED IMAGINATION Excellent music by 4-Mat +
PM014 BANGING RAVES Yeah ! Pump up the music, kickin remix of house
PM015 BEAST SONIX Scoopex present the music from Beast I, all tunes. +
PM016 BEATLES SONIX Lots of Beatles music done in Sonix! +
PM017 BEATMASTER 808 STATE Cubik and more of this type of music
PM018 BEATMASTER I LOVE TECHNOLOGY More of the rave type music. +
PM019 BRUNO'S MUSICBOX II This is great Jazz-Funk music ! +
PM020/21 BRUNOS MUSIC BOX III More jazzfunk style music. Get it ! +
PM022 CLASSICAL MUSIC Great music of Bach, Handel etc from Rob Baxter. +
PM023 CLASSICAL MUSIC II Another great classical music disk. +
PM024 CRUSADERS BACTERIA Great music disk one of the best ever! +
PM025 CRUSADERS AUDIOX Another classic music disk, great music.
PM026 DEPECHE MODE MUSIC Nice soundtrackered disk of their music! +
PM027 D-MOB MUSIC 3 A Great quality house music re-mix, Really good ! +
PM030 DIGITAL CONCERT 2 Thirteen minutes of music, Doctor'in the house
PM031 DIGITAL CONCERT 3 Another house music re-mix Great quality - Love it
PM032 DIGITAL CONCERT 4 Four songs including Got to keep on - Brilliant!! +
PM033 DIGITAL CONCERT 5 The Power, Kaos, Keep Bustin Touch Me. Brill!+
PM034 DIGITAL CONCERT 6 Latest in the series, very good quality House music
PM035 DIGITAL DEBUSSY Great classical music from Mr Baxter, Clair de lune+
PM036 DIGITAL DEBUSSY 2 More great Debussy tracks on this 2nd disk. +
PM037/39 DO THE BARTMAN (3) The Chart topping song sampled on 3 disks! +
PM041 EQUAMANIA II Demo with a great dance music track and fab equalizers !
PM042/43 EVIL FORCES Brand new mega acid/house demo (swearing!)(2) +
PM044/45 HELLOWEEN DEMO Great screaming rock guitar demo! (2 disks)
PM046 GENESIS LAND OF CONFUSION A sample of the well known track. +
PM047/48 GOLDFIRE CEREBRAL DELIGHTS (2) Excellent music disk. +
PM050 JARRE DOCKLANDS The keyboard wizard, sampled on your amiga. +
PM052 KEFRENS JUKEBOX This ones super ! Lovely music with a Juke box ! +
PM053 LSD DONT PANIC Superb new music disk, exellent quality music.
PM058 MAGNETIC FIELDS CHIP FESTIVAL Crammed full of great chip music! +
PM059 MANIACS OF NOISE This is brilliant! Great stevie wonder type music! +
PM060 MIAMI VICE REMIX Sampled music + a digitised pic! +
PM061 NEWTRONS MUSIC BOX Headbanger demo ! Beats in time to music ! +
PM065 PHENOMENA MUSIC DREAMS I 20 wicked songs by twins +
PM066 PHENOMENA MUSIC DREAMS II Second in the series More music ! +
PM067 POPEYE MEETS THE BEACHBOYS Great demo very funny! +
PM069 RAZOR FACE ANOTHER DAY This is an incredible music track !!
PM070 RHAPSODY IN BLUE Great conversion of Gershwin by Rob Baxter! 1M
PM071/72 SILENTS BLUES HOUSE (2) Tangerine Dream style music & game! +
PM073 SILENTS FULL POWER House it up music. Inc Remix of tricky disco. +
PM074 SOUND OF SILENTS This is a must ! Great atmospheric music!
PM075/76 STAR DREK SAMPLED (2) Amusing mickey take of Star Trek.
PM077 TALK TO THE TREES Another very funny sampled music/Comedy track.
PM078 TECHNOTRONIC REMIXES Pump Up the Jam and Get Up !
PM079 TECHNOTRONIX REMIX The songs remixed into one great track !
PM080 THE SOUNDS OF GNOME Mahoney and Kaktus music. 46 great tunes.
PM082a/82b VIVALDI - FOUR SEASONS (2) Superb 4 Seasons by Mr Baxter! +
PM087/88 HIS MASTERS NOISE Mega music disk by Mahoney and kaktus (2)
PM089 THE SHAMEN MOVE ANY MOUNTAIN Another great 2 disk set! (2)
PM090/91 MOZART HORN CONCERTO'S 4 superb concerto's from H.Gannon +
PM092 PIANO TUNES 9 great Protrackered tracks from Andy Chilton! +
PM093 UTAH SAINTS REMIX What can you do for me remixed by Tony Hilton! +
PM094 GUNS N ROSES Superb music demo by the rock band.
PM095 HARDCORE III Brilliant techno dance tracks.
PM096 LED ZEPPLIN Rendition of Stairway to heaven. Great!
PM097 GRAPVINE MEGAMIX Really nice music disk. Worth listening to.
PM098 ERASURE MIX Remix of erasures top songs.
PM100/103 MANIC RAVES II Fantastic 4 disk music set with Simpsons anim! +
PM104 500 THINGS COMEBACK 4 great rave type tracks, very well done! +
PM105/6 KEFRENS MEGAMIX (2)Fabulous dance music , Amazing quality +
PM107/8 PIC MEGA MUSIC VOL1 A large selection of popular tunes, good!(2) +
PM109/10 PIC MEGA MUSIC VOL2 A huge selection of good tunes!(2) +
PM110/11 PIC MEGA MUSIC VOL3 And yet another great selection!(2) +

SLIDESHOWS

PS001 ADDAMS FAMILY The Addams family started when Uncle Fester .... +
PS002 ADVANCE HAM A collection of brilliant digitised pictures with music +
PS003 AGATRON 5 Some superb HAM pictures, created by Tobias Richter. +
PS004 AGATRON 6 Incredible 4096 color ray traced S/S. Get this one! +
PS005 AGATRON 8 Excellent HAM pictures, with some good music too. Mega !
PS006 AGATRON 9 More of Richters superb works, again based on Star trek. +
PS007 AGATRON 12 Some more great pictures on this new disk. +
PS008 AIRCRAFT SLIDE Lots of pictures of fighter aircraft. +
PS009 ASTRONOMY SLIDE Nice pics of constellations, galaxies nebulae etc! +
PS011/12 BORIS VAJELIO (2) Pictures digitised from works by the Artist. +
PS013 BORN TO BE FREE Picture of wild animals this time. Very good quality+
PS014/15 BUTTERFLIES (2) High quality slidshow of butterflies, by WS +
PS016 C64 ART Lots of picture screens from the good old Commodore 64.
PS017 CHAINSAW SLIPPERS This one is Great, the pictures are naff but Mad! +
PS019 COLOURCYCLES A slide of colour cycled pictures. Very impressive. +
PS020 CREEP SHOW Iron maiden type pics, Eddie and more. Not music too. +
PS021 DARKLORD S/S Lots of pictures in the Darklords style
PS023 DEMONS III A quality S/S from C-Dryk of Demons, with music
PS024 DESERT ISLAND S/S Lots of nice pictures on this disk. +
PS025/26 DIVINE VISIONS (2) A S/S of Mythylogical gods with music +
PS027 DR WHO S/S Piccies of Dr Who and the infamous Daleks! +
PS028 FENN TASTIC VOL 1 Picture show of Twin peaks star Sherylin Fenn. +
PS029 FORBIDDEN PLANET Nice slide with story text of cult 50s Sci fi (2) +
PS030 FRAXION FUTURE VISION Great fantasy S/S, fab for lo res. +
PS031 GARFIELD Digitised S/S of the cartoon hero by Jim davis. +
PS032 GENOCIDE great fantasy slide with unusual fades & wipes & soundtrack.
PS033 GERMAN RAY TRACE High quality ray traced pics by a german artist. +
PS034 GRUSEL SLIDE Eerie fantasy slide from Germany, unusual. +
PS035 HARRY ENFIELD S/S A S/S of Harry Enfield & Smith & Jones.
PS036 HEROIC DREAMS S/S 1 Great fantasy art pics from PENDLE.+
PS037 HEROIC DREAMS S/S 2 More great fantasy art pictures +
PS038 HEROIC DREAMS S/S 3 And yet more great fantasy pictures. +
PS039 INVISIBLE WORLD Not one for people scared of creepy crawlies! +
PS040 IRON MAIDEN S/S Digitised pics of Iron maiden & more! +
PS041/42 JIMI HENDRIX S/S Great picshow of the 60s rock legend! (2) +
PS043 JOE S/S 1 Very good quality S/Ss drawn in Dpaint, Joe/scx
PS044 JOE S/S 2 More supah pics by Joe. Check them out for yourself.
PS045 KELLY S/S Some excellent quality HAM pictures. +
PS046 KIM WILDE S/S Lots of pics but mainly in black & white. +
PS047/48 MADONNA S/S Lots of pictures but needs 1 mg & 2 drives (2)
PS049/50 MADONNA DICK TRACY SLIDE Quite nice S/S, (2)
PS052 NAGEL PICTURES Great hi res pictures from a famous artist. +
PS053 NAPALM DEATH SLIDE This one is for over the top moshers only! +
PS054 NASA SLIDES 1 Picture of the space shuttle landing etc. Not bad.
PS055 NASA SLIDES 2 More pictures, this time viewed from space. good ! +
PS056 NEWTEK DYNAMIC HAM A S/S of Newteks new 640x512 4096 colors +
PS057 NEXT PIXILIUM Very nice pictures all done in Dpaint plus some music.
PS058 NIGHTBREED Yukky S/S from the film. Music suits the pictures !+
PS059/60 NIGHTMARE ON ELM STREET S/S great for all freddy fans (2) +
PS061 NIK WILLIAMS Some very well digitised pictures from the pictureware.+
PS062 NW DYNAMIC HAM More from the Nik Williams series.Superb quality. +
PS063 PENTAGON & DRIFTERS Very high quality Hi-res B/W fantasy pictures.
PS064 PHOTMONTAGE I S/S on various subjects very nicely done. +
PS065 PHOTOMONTAGE II Another great slide of various subjects. +
PS066 POP STAR PICS Piccies of Mel & Kim, Madonna, Curiosity & PSB +
PS067 RICK PARK'S ART Dpaint style pictures all done in Hi Resolution. +
PS068 ROGER DEAN Digitised pictures by the artist all in HAM mode. Good.+
PS069/70 SILENTS/CH 42 (2) This is superb, slides plus a great music track.
PS071 SPACE BUBBLES Great fantasy art pictures in interlaced ham. +
PS072 SUPER HAM CARS Superbly digitised S/S in Interlaced HAM. Mega!+
PS073 SUN CONNECTION SLIDE Great ray traced pictures on this disk. +
PS075 TOTAL RECALL Music and pictures from the Arnie's Sci fi film. Great!+
PS076/77 TERMINATOR II SLIDE Great slide of a great film ! +
PS081 WATERSHIP DOWN Cute side of those rabbits, great for the kids. +
PS082/83 WRESTLE MANIA (2) Collection of picture and animations. Good !
PS084 WWF WRESTLERS Pictures of Hulk Hogan and the rest of 'Em. Great !+
PS085 YABBADABBA DOO Hey Hey Hey its the flintstones ! Wilma, fred ....+
PS086 SONIC DYNAMIC HIRES 5 Superb 4096 colour pics on this disk! +
PS087 ALTERED DECEPTIONS Superb disk of pictures from Chris Hill! +
PS088 EVOLUTION SLIDE Pics from one celled life to humanity?? +
PS089 RAINBOW SLIDES Zippy & Bungle & the theme music!
PS090 FRACTALGEN Great fractal landscapes & star studded skies+ music! +

MUSIC UTILITIES & MIDI

PT001 ALGORYTHMS Midi program for synthetic music creation.
PT002 ART OF MED Disk full of Med music scores. +
PT003 ASI AUDIO MAGIC Collection of soundtrackers and ripping progs!
PT004 ASI AUDIO MAGIC 2 Latest collection of soundtracker programs!
PT005 CASIO CZ EDITOR Superb program + 250 patches for Casio CZ series. +
PT006 DELUXE MUSIC DATA Some scores need midi synths (Deluxe music)
PT007 FUTURE COMPOSER A chip music sequencer. Complex to use, but good
PT008 GAMES MUSIC CREATOR A music sequencer, similar to soundtracker.
PT009 IFF SAMPLES Great samples taken from the Kawai 1 digital synth!
PT010 JAMCRACKER Four channel chip music sequencer. Handles samples
PT011 KAWAI K1 Editor for changing your patches on your keyboard
PT012 KAWAI K4 This is similar to above, a patch editor for K4 synths.
PT013 MED 3.2 Very latest version of this superb sequencer. Great ! +
PT014 MED MUSIC DISK Some nice med music on this disk +
PT015 MIDI DISK Contains lots of useful midi programs for synth owners +
PT016 NOISETRACKER Music sequencer used by the pros. Stacks of functions
PT017 NOISETRACKER-EXECUTEABLE Convert modules to executeables
PT018 PERFECTSOUND SAMPLER Nice sample edit program with samples!
PT019 ROLAND D110 + S220 Converter program, convert Roland samples to IFF.
PT020 SAMPLES DISKS ST-01 TO ST-10 Various disks available ring for details+
PT021 SOUNDTRACKER 2.6 New release of this popular program, new editor
PT022 SOUNDTRACKER A superb four channel sequencer. Easy to use
PT023 SOUNDTRACKER COMPILATION Compilation of tracker type progrmas
PT024 ST-80 BEAST SAMPLES Lovely panflute sounds from Beast, Beast II
PT025/6/7/8 ST-90-93 SAMPLES DISKS Studio quality samples. Excellent !!! +
PT029 YAMAHA DX7 VOICE FILER Program for DX7 series synthesisers
PT030 YAMAHA DX7 VOICE SORTER For the above program.
PT031/2/3 ST-87 - 89 3 disk full of great samples! +
PT034/5 ST-97 & 98 2 more great disks full of samples! +
STOP PRESS >>> FISH 579 CONTAINS OCTAMED 8 CHANNEL SEQUENCING PROGRAM !!!

AMOS PUBLIC DOMAIN

APD062 + ARCADIA A nice version of the popular breakout game
APD076 + RAINBOW WARRIOR Paint with coppers and save them out!

Public Domain 99p

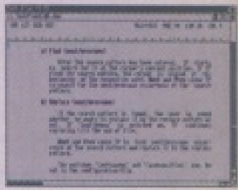
OFFER APPLIES ONLY WHEN YOU PURCHASE 20 OR MORE PD DISKS !

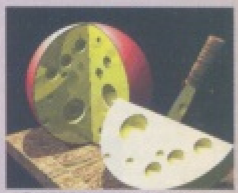
APD083 + AMOS PAINT V3.7 Nice paint package in 2-64 colours.
APD085 + REVERSI + SNAKES & LADDERS 2 well known games
APD096 + PAIR IT Match the cards to make a pair,easy to play 1mb
APD103/4 + PICK UP A PUZZLE Solve jigsaw puzzles,3 difficulty levels
APD110 + CROSSFIRE Nice game, keep the kids occupied for ages.
APD115 + BALLOONACY Good version of the classic 'Bomber' game.
APD130 + THE WOODEN BALL A shareware game 1mb
APD132 + FAMILY HISTORY DATABASE Nice geneology program 1mb.
APD137 + TILE TRIAL Sliding tile puzzle to solve within a time limit
APD148 + DEMOLITION MISSION Another version of popular bomber game.1mb
APD166 + PICK UP A PUZZLE Datadisk 3
APD167 + JIGMANIA Datadisk 1 (needs LPD13)
APD176 + DATABASE MASTER V2.0 Nice database program, needs 1mb
APD180/1 + DUNGEON DELVER Roam round mazes collect keys etc (2 disks)
APD182/3 + PIXIE KINGDOM Another good exploration game on 2 disks
APD190 + BLACKBELT Chop the blocks in this martial arts game
APD229 + AMOS MULTIPAINT Another Amos paint program!
APD230 + AMOS ASTEROIDS Four versions of the asteroids game.
APD231 + AMOK Your robot is trapped in a strange world 1mg
APD237 + SHAPES Very nice little puzzle game.
APD257 + CASSETTE LABELLER + MIXED SOURCE Make your own cassette s
APD271 + WIZARDS DOMAIN Nicely done graphical adventure game
APD284 + AMOSAGRAM Nice anagram program.
APD292 + WAR OF THE FOUR A shareware graphic adventure game
APD293 + GRAND PRIX SIMULATOR Not a race game,more of a simulation.
APD314 + BLACKJACK TRAINER A nice new blackjack game!
APD318 + BOING Get Herbert back home to his village!
APD325 + HANGMAN V2 Hangman game with editor!
APD326 + HYPERBALL Latest version of woodenball, an exellent game!
APD329 + FRUIT MACHINE Quite a nice little fruit machine program!
APD333 + AMERICAN FOOTBALL RADIO VERSION You are a football coach!
APD334 + SNAKE IN THE GRASS Collect white mushrooms, avoid toadstools!
APD340 + KARATE WORM Very nice platform game, jumping over worms etc!
APD343 + SAVE THE TREES Stop the baddies destroying the trees!
APD347 + NOTEBOOK Easy to use notebook & shopping list program!
APD351 + ARCHIVIST 2.0 Demo version of a useful database program!
APD356 + POWERBASE V2.0 Demo version of a very powerful database!
APD362 + SQUAT'S REVENGE Operation wolf type game!

De Ja Vu Licenseware £3.50 Each

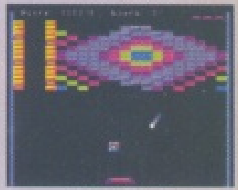
LPD01 + COLOURING BOOK Colour in the nursery rhyme pictures
LPD02 + ARC ANGEL MATHS An educational game to help kids with maths
LPD03 + GALLEONS Follow up to the popular dogfight II game.
LPD04 + THINGAMAJIG Superb jigsaw style game for kids, easy to use
LPD05 + JUNGLE BUNGLE Icon driven adventure game for the kids
LPD06 + PUKADA & SPRITES Avoid all the baddies as you remove the tiles
LPD07 - FOUR WAY LYNX A 22 level puzzle to tiles to a main center tile
LPD08 + WORK & PLAY 3 really good educational games on this disk.
LPD10 + THE WORD FACTORY Great program helps the kids to spell
LPD11 + GO-GETTER A card game where you have to pass go.
LPD12 + HYPNOTIC LANDS catch balls coming down four different lanes
LPD13 + JIGMANIA A jigsaw solving puzzle & a jigsaw construction kit
LPD14 + PLAY IT SAFE For the very young, helps to teach safety at home
LPD15 + ARC ANGEL SHAPES Make pictures from a variety of shapes
LPD16 + REVERSI II New improved version of Reversi
LPD17 + DOGFIGHT II Up to an 8 player shootemup game. Great!
LPD18 + TOUCHSTONES An Ishido type game played with tiles
LPD19 + X-IT-50 Shoot objects across the screen
LPD20 - WORDY A basic Amosware wordprocessor program, quite good
LPD21 - QUINGO Great quiz game in which you play Bingo
LPD22 + LC10 FONTS New fonts for your Star LC10 / LC200 printer
LPD23 + ESP Collect the letters ESP
LPD25 - THE MISSION A great text adventure written in Hisoft basic
LPD26 + CYAD Collect the diamonds in this puzzle game
LPD27 + FLOWER POWER grow flowers before bugs munch them away.
LPD28 - BUDDBASE Simple to use database with tutorial
LPD29 + BIG TOP FUN 4 great educational games for younger children
LPD30 + SHYMER Nursery rhyme adventure game for young or old.
LPD31 + CLI PRINTER DUMP Prints a screen dump of the screen display
LPD32 - HARD DRIVE MENU SYSTEM Has menu of over 3,800 items.
LPD33 + CREATIVE ADVENTURE TOOLKIT Produce stand alone adventures
LPD34 + INVOICE PRINTER Quick production of invoices on paper
LPD35 + T-TECDRAW Technical drawing program with print facilities
LPD36 + FRACGEN II Great fractal program generator
LPD37 + ROCKET MATHS Help children in maths with this game
LPD38 + AMOS ART Contains lots of fonts,bobs,sprites & scenery blocks
LPD39 + MAGIC FOREST II Great sideways scrolling platform game
LPD40 + SPRITE BANK EDITOR Makes sprites really easy to use
LPD41 + RESCUE A 3D adventure game done with 3D construction set
LPD42 + X-STITCH Print out pics for embroidering, with documents
LPD43 + LAZERZONE Shoot the aliens in this addictive shootemup
LPD44 + FORMULA ONE CHALLENGE Strategy road racing game. V.Good
LPD45 + MUSIC BOX A music program for children of 7 upwards.
LPD47 + DIRTY CASH Our most popular game ! Fruit machine simulator
LPD49 + MARVIN THE MARTIAN Find your girlfriend in this maze game
LPD51 + MAGICAL YOUNG ARTIST Contains 30 stencils to colour in!
LPD52 + LC24/200 FONTS Installs fonts for Star series printers !
LPD55 + SPRITEX V1.32 New sprite editor, superior to original editor!
LPD56 + CTEXT V1.23 and 1.3 for programmers, use icon bank based fonts!
LPD57 + KIDDIES CLIPART Another nice clipart disk!
LPD58 + LOCKS KEYS & ENEMIES Hunchback game ! Brilliant, just get it !
LPD59 + THE PREHISTORIC FUN PACK Four dinasour games for kids
LPD60 + TECHNO SNAIL Fire slime at the enemies - Great plaform fun !
LPD61 + THE FINAL CHAPTER 3D graphics adventure. Very good !
LPD62 + REVOLUTION Four player game get to the top of the Screen 1st !
LPD63 + WILBERTS WINTER WONDERLAND Excellent platform game - Get it !
LPD64 + RESCUE II Totally wicked 3D vector game - GET IT !!!!!
LPD65 + POWER PLANNER Personal organiser - Keep trackof your life !
LPD66 + HOTEL MANAGER Similar to monopoly - Brilliant !!!!
LPD67 + CYADONIA (CYAD II) Boulderdash clone - collect the diamonds
LPD68 + VIRUS BUSTER Very good new virus killer disk, needs 2 drives!
LPD69 + MAGICAL MIX UP Puzzle game, sort out the mixed up pictures!

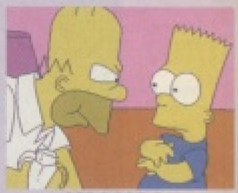

ANYONE FOR A GAME OF TWINTRIS ?

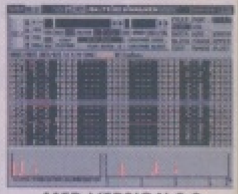

TEXTPLUS 3.0


CHEESE HAM ? NO, ITS REAL 3D !

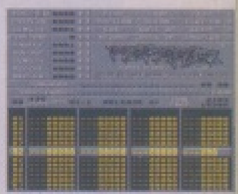

GERMAN RAY-TRACE SLIDESHOW


MEGABALL


SEE BART ON MANIC RAVES II


MED VERSION 3.2


DO THE BARTMAN !


PROTRACKER - SUPERB SEQUENCING PROGRAM

A500 PLUS+ OWNERS
All our catalogues are now A500 plus compatible with '+' signs to indicate compatibility !
NB: Some compilation disks contain programs that may not be A500+ compatible

WE ALSO STOCK:- FISH DISKS 1 - 590, TBAG, SCOPE, AMIGOS, AMICUS LIBRARIES, BLANK DISKS, DISK BOXES, DUSTCOVERS, JOYSTICKS ..
Just call us for details !

BLITTERCHIPS
UPD5, CLIFFE HOUSE, PRIMROSE ST, KEIGHLEY, BD21 4NB
0535 667 469

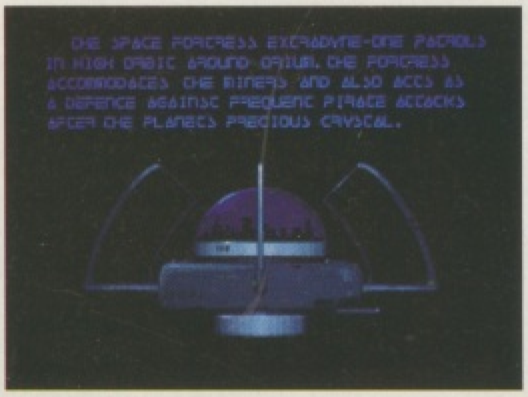
VISA

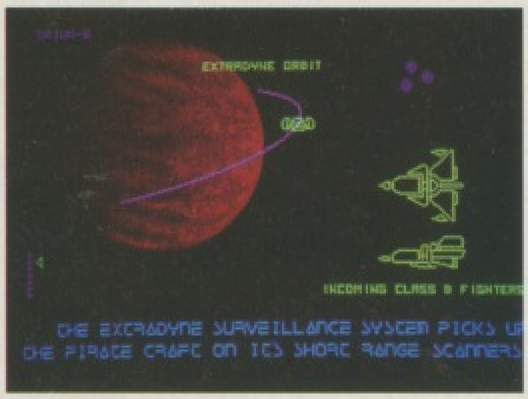
DEMOS

PIXEL PERFECTION

Veteran programmer, Steve Packer, is known throughout PD Land as a formidable force. The presentation on his disks is second to none. Whilst most PD serves to promote programmer's skills as games developers, most come over as self-indulgent twaddle and serve little purpose at all. Steve's space demo, Extrodyne One, is exactly what you'd look for if you were a programming head hunter. Great attention to detail and superb complimentary music. It's just a pity you can't play the thing. If you want to know what the big knobs are looking for, this is it.

MBS, Disk H683 ★★★★★

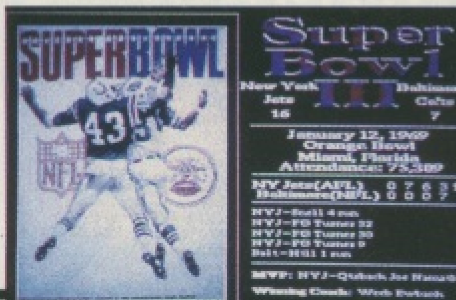




SUPER BOWLED

Definitely one for American Football fans, it's unfortunate that this demo is presented in hi-res and subsequently suffers from terrible flickering. The disks chronicle every gathering of the gigantic event until present day. The teams, the venues, the scores, coaches, players, and the disks even include pictures of the tickets for the games. Special interest only? We think so.

17 Bit, Disks 1611 A+B ★★

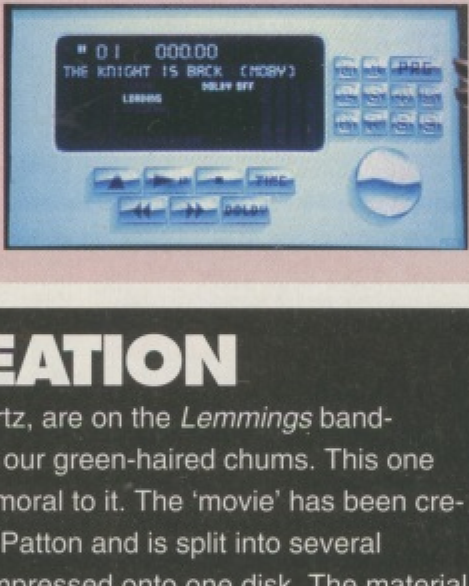




MUSIC MASTER

From the same people who bought you last months fabulous five-disk space demo, Odyssey, comes Alcatraz's Music Disk 1. Ten tracks, none named, are delivered from a comprehensive hi-tech CD player. The songs can be played in any order by using the programming feature and they're pleasant enough tunes.

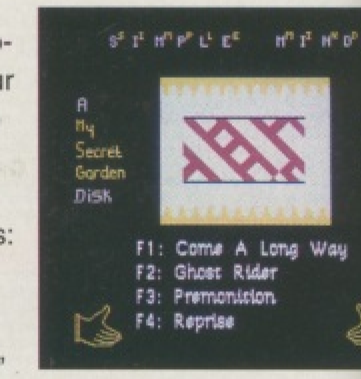
17 Bit, Disk 1610 ★★



SIMPLE SOUNDS

My Secret Garden are the only half-decent sampling team to put forward a disk this month. There's nothing special about the presentation, but the subject matter stirs some memories. The four samples are segments from Simple Minds tracks: Come A Long Way, Ghost Rider, Premonition and Reprise. I used to really like the band so that's why it's in! Short and sweet.

MBS, Disk M387 ★★



ANIMATION CREATION

Rebel Soft, not to be out done by Mr Schwartz, are on the *Lemmings* bandwagon, with a lengthy animation concerning our green-haired chums. This one even has a moral to it. The 'movie' has been created by Jon Patton and is split into several sections compressed onto one disk. The material is simple, telling the tale of a rather cruel big Lemming who likes to squash his little brothers. There's a nice still of Arnie thrown in at the end for good measure.

Ground Zero, Disk A108 ★★★★★







PDTOP TEN

A-Animation S-Sound U-Utility G-Game M-Miscellaneous

1 Amy at the Movies II A
2 Hardwired M
3 Odyssey A
4 Robin Reliant Turbo Challenge A
5 Cult TV M
6 Thunderbirds SL
7 Vietnam Conflict A
8 Hypnotic Hammer II S
9 Freddy's Dead SL
10 T-23 M

Compiled by CU Amiga

CUT, TICK & POST.....CUT, TICK & POST

Credit Card Hotline (0702) 466933

PD Soft (CU33) 1 Bryant Ave, Southend-on-Sea, ESSEX, SS1 2YD

VARIOUS UTILITIES

V016 FISH TANK SIMULATOR A program that ...lates an aquarium. Visually pleasing.
V003 PLAY & READ (2) A collection of education ...grams for the under 7 year old's.
V028 SPELLCHECKER Current glossary contains over ... words. You can add more words as you go alone.
V029 HOUSE HOLD INVENTORY Means of ...taining all your House hold possessions.
V041 DPAINT ART Conatins loads of pictures for ...to mess around with. Loads into your Dpaint.
V048 TV & VIDEO GRAPHICS (8) Packed with ...ground screens for your video productions, ...ent types of graphic styles, **Peel** takes an IFF ...ture and peels it down the screen, & more.
V086 VIDEO PRODUCTION (2) Both disks are ...ed with video & genlock utilities.
V109 PRINT STUDIO Excellent for printing pictures ... An excellent program for all printer owners.
V191 MASTER VIRUS KILLER Virus Checker & Killer. ...xcellent options. Includes search disk.
V193 THE EMULATORS Covers Various (2) ...ators which includes **CPM, IBM-PC & ST** (IBM & ...Programs requires two disk drives.
V194 M.R.BACKUP HD An excellent Hard disk back ...program. Backs up all or any part of the drive.
V195 GRAPHIC CHANGE Exchange graphics ...een Atari ST/PC Graphics to the Amiga.
V215 DISKMASTER V3.2 Copies files from one ...to another. **DISKSALV** Corrects & repairs.
V261 TEXTPLUS VERSION 3.0 This disk is not just ...update butcompletly New Word processor.
V262 DUPLICATION & BACKUP: Super ...Turbo copy, Sanity copy & PCopy. Four new copiers ...backup your originals for save keeping.
V277 FORTRAN -77 V1.3c Compiler, linker & run ...e support library. F470
V279 CROSSWORD CREATOR A program that ...ates crosswords. UPDATED VERSION.
V284 MCAD PROGRAM The Object Drawing ...gram for the Amiga ie CAD
V285 EDUCATIONAL:TYPING TUTOR A Simple ...which measures speed.
V291 POSTSCRIPT INTERPRESTER V1.5 An ...ellent Post script Interpreter for the Amiga
V298 NORTH C V1.3 (2) Unpacked Version of ...best c programming program.
V301 EYE OF THE BEHOLDER HINT BOOK Inc ...duction, Background, Maps, Strategy & Solution.
V304 CHAOS STRIKES BACK HINT BOOK Inc ...duction, Background, Maps, Strategy & Solution.
V306 A-GENE V3.125 Lastest version of the ...y Tree program. reviewed in CU Amiga.
V311 JACK NICKIUS COURSE DISKS (5) ...ous New courses for the Golf Game.
V323 ANALTICALC SPREAD SHEET (2) At last a ...version that works, Excellent disk.
V327 SOUND TRACKER CONVERTER Converts ...modules into executable files.
V330 RED SECTOR EXTRAS DISK 1 On this disk are ...point Fonts, 16 Point fonts, vector stats, Star fields & ...Space Journey - Loma. By f deadzone Troopers.
V331 RED SECTOR EXTRAS DISK 2 On this disk are ...Logos, life Logos, Vector Stars, Starfields, Bob Anims, ...Objects, Vector Ball Objects n & Point Fonts,
V332 AMIGA PUNT PROGRAM Horse racing ...diction program for the amiga.
V333 KING JAMES VERSION OF THE BIBLE ...ked on four amiga disks (4)
V338 TRANSFORMER V3.3 This is the Latest ...sion of the IBM Emulator disk.
V339 SPECTRUM EMULATOR DATA DISK 1: ...venture Classics needs v216 or V443
V340 TSB VECTOR DESIGNER The Special Bothers ...The TSB Vector designer V1.1, this program will ...filled vector objects, line vectors & bob Coords tables.
V341 CLIP ART COLLECTION 2: Eight more disks ...packed with excellent clip art. (8)
V349 SID (V1.06) Replaces the CLI command line ...makes life every easy. Recommended for all
V350 BUSINESS CARD MAKER Design your ...Business cards on the Amiga
V354 PDS UTLITIES No 13 **Free Copy**, Removes ...tected games copy protection so that the user ...install them on his/her hard disk. **DCat**, Can ...te your own disk catalogue. **Scenery**, Creates ...e excellent fractal based land scapes. **Nuke**.
V358 GENESIS LANDSCAPE Sculpt or mould ...landscape fractal. various types. Preview
V361 PDS UTIL'S:14 Music based collection this ... The latest mod convert program, The New **Noise** ...program, The Latest **Multi Player** program, which ...play various modules not just one type. Some ...modules for most music programs, & **New instruments.**
V365 RED SECTOR MODULES (MUSIC) : Various ...modules for use with the demo maker .
V366 600 BUSINESS LETTERS There are over 600 ...dard business letters on this disk. Can be used as ...are or insert some parts into your own letters/text.
V390 DESK TOP PUBLISHING PROGRAM The ...amiga PD Desk Top Publishing program. ...udes various extra features over the old Word ...cessor, Test Editor, Graphics editor & loads more.
V392 AMICASH The best bankin program that i ...ever used on the amiga. easy controls.
V393 PDS UTL No 15: **Boot Games**, The idea is to ...one of two games onto your disks bootblocks, ...out and Breaker, very simple to use. **BootGen**, Another ...block program. **BootPic**, This program will install any ...picture onto your disks bootblock. **Trainer Maker.**
V394 CHEMESTETIC is a program that draws ...ecules using the calotte model. Exellent effects
V395 UEDIT WORD PROCESSOR V2.6h This is a ...ware word processor editor with various learn modes, a ...mand language, menu customiza-tion, hypertext, on line ...teach mode, split windows, copy & paste, undo, features.
V396 PDS UTL No 16: **Dataeasy**. Excellent ...base program. Nice menu driven system. ...**Scape**, based around a landscape drawing
V397 MANDELBROT ADVENTURE KIT a nicely ...e mandelbrot generator with full source code.
V399 PDS UTL'S No 17 **Stitchery** is a patten ...gram & **sMovie** a video production scroller.
V400 RAY TRACER CONSTRUCTION KIT A Ray ...er for the amiga computer. Load Workbench first
V401 WINDOWBENCH V1.0 (2) This is an ...lent Workbench replace and is styled in Amiga ...bench II form, Recomended.
V403 AMOS UPDATE V1.32 This is the latest ...e for the Amos Programmer.
V410 PDS UTIL'S No 1: PRINTING UTILITIES Various ...s for any printer user, theres some excellent programs ...like, **PPType**, PPShow, ABFD, View, **Tiny Print**, **FastJet**, ...program for Deskjet 500 users you want to use the ...lion enhanced graphic set. **GWPrint II** .
V411 NCOMM V1.921 The latest version of that ...lent Modem program. Best Modem program.
V413 WORKBENCH 2 & WORK STATION This is ...st another workbench clone. It's a collection of ...s with the Workbench theme. (2)

❑x **V415 VIDEO SCREENS:1** Another disk packed with excellent back ground pictures for video production work or load them into Dpaint.
❑x **V417 SUPERBENCH & EXTRAS** An excellent repl-acement disk with more utilities than the original WB (2)
❑ **V420 CURSOR BASIC COMPILER** Compile any Amiga Basic program with this utility disk.
❑x **V423 C: COMMANDS** This disk is filled with utilities which can be used in any Startup-sequence
❑x **V424 PDS UTILITIES No 18** Another collection of utilities by us here, Utilities include, **Antiflicker** program, said to stop the flicker in High Res. **Atari Emulator**, Another program to turn your amiga into an ST. **Smart Icon**, This program will change your workbench & smart up the window system.
❑x **V431 IMPLODER V4.0** This is the latest version of the best cruncher. Reduces file size for sorage on hard drives our your own collection disks.
❑x **V433 ANIMATION STUDIO** An excellent Animation crestor for you to make your own.
❑x **V438 OPTI UTILITIES V2.0** This disk is packed with some excellent hard disk utilities.
❑x **V439 AMIGA C: MANUAL II** This manual is the complete C: manual for the Amiga & describes open & work with all parts of the C: system. It also contains various examples, some simple & some morecomplex all the way through the disks a tutorial is there to help you out. (4)
❑x **V443 SPECTRUM EMULATOR V1.2 By KGB** Various new features but the main updated feature is that it now has sound ability.
❑x **V444 PRINTER DRIVER UPDATE DISK III** Now contains instructionon how to install them. All previous drivers included on this disk. Over 90
❑x **V445 JRCOMM V1.02** This is the latest version of the excellent modem based computer program.
❑x **V455 LAND BUILDER** A fractal generating program to generate landscapes.
❑x **V456 PRINTING UTILITIES No 2: LABELBASE V3.0** An Excellent data base program this is very easy to use. Recomended. Varuious other good utilities.
❑x **V457 PDS UTILITIES19: Flashcopy**, New copier for the amiga. **SYSInfo,** deplays your machines details. **BootX v4.02,** One of the best virus killers.
❑ **V458 NIB COPIER** Another coping program. Please check the copyright of the program that you intend to copy. Very good new version.
❑ **V463 SUPER C COMMANDS** The disk is not as full as some others but comes with full instrustion.
❑x **V468 DIGITAL ADRESS BOOK** Collect & save your address lists on computer, Shareware.
❑x **V475 P.SUITE V1.4** A collection of programs called **P.Write**, a simple word processor, **P-Draw, P-Render** and much much more. Excellent disk
❑x **V479 CHESS & CHESS UTILITIES** A collection of chess related Puzzles, Programs & Utilities.
❑x **V480 WHOM II THE NEXT GENERATION** Dr Who fans will love this complete database of information.
❑ **V483 THE RIPPER GUIDE** A collection of help-full utilities for people you rip pictures & sounds.
❑ **V484 ADVETURE SOLUTION (2)** Another good collection of adveture solutions for various games.
❑x **V486 DWB RENDER** Another ray tracing prog
❑ **V488 A-RENDER v3.0** Another Ray tracing prog
❑x **V489 AMIBASE II** This is the latest updated version of the excellent database progam. now includes various excellent new features.
❑x **V490 MESSY SID II** This is the latest version. It will read MS-Dos disks and tranfer any text files to & from the PC disk / Your Amiga. So you can do work on an IBM or an Amiga and swap text between them.
❑x **V491 TEXT ENGINE V2.1** Another excellent word processor program Simple but will do the job
❑x **V492 JAM RIPPER V1.7 & JAM CRACKER V1.0** A music editor & monitor which also contains an excellent music ripper program.
❑x **V493 DESKBENCH V (3)** This is an excellent Workbench replacment with special utilities. (3)
❑x **V497 BEATRIX POTTER CLIP ART** An excellent collection of clip art for any DTP program or Dpaint.
❑ **V498 THIEF SOUND RIPPER V3.0** Finds Sidmon 1, 2 (Midi), JHam cracker, future Composer, Sound monitor, Noise/Protracker, Startrekker, Delta, soundsystem, david Whiaker & Noisepacker.
❑x **V499 STAR CHART V1.2** This is an excellent star plotting program with some intresting features.
❑x **V501 NEWSFLASH 21** System Info update, mega mon V3.0, IFF Con, Moni, No Directory, Last hope, Imploder V4.0, Deplode. (2)
❑ **V503 SOUND & MUSIC BAGS 1/2** These disks are packed with samples, modules & Utilities (2)
❑x **V508 SWAG No4: FRACTALS** Mandal blitz, Mand Anim, 2Plot & more. Reviewed in CU Amiga.
❑x **V509 MED V3.2** This is another update to the Ultimate-sound music program.
❑x **V510 LITTLEBENCH** This workbench replacment is the first one for the new Amiga 500p computer.
❑x **V515 THE A64 PACKAGE V2.0** A very complete C 64 Emulator Actually runs faster that 64. Runs 64 basic. Transfers disks from your original 64 disk drive with a shareware lead (2)
❑x **V517 VIDEO & IMAGES PACK 1: ToolsOnTap,** Does fades, colourbars & gray bar generation. **TitleGen** Will do crawing credits. **Stilstore,** Creates over the shoulder graphics inserts like the 9 o'colck news. (3)
❑x **V520 GRAPHICS AGraph** Creates colourfull pie, bar and line graphs. **Picbase**, shows reduced versions of all your IFF pictures on disk / hard drive.
❑x **V521 PLOTTING & GRAPHICS: PlotXY** a powerful full featured plotting package. **Plans** a well done computer aided drafting program.
❑x **V522 ARP V1.3 : Conman v1.4** Makes many im-provements to AmigaDos and makes your system easier to use. Includes full users developers guide.
❑x **V523 DICE C Compiler** Matthew Dillons full feat-ured powerfull C compiler and enviroment system. (2)
❑x **V525 LABEL MAKER V1.3** An excellent disk printing program with various new features.
❑ **V526 DRAW MAP v3.1** Will now generate any 16 colour palette with user control, New features include larger maps with national boundaries, improved help and printing (2) Requires 1.2Mb.
❑x **V528 PDS UTLS:20 Superduper,** Another excellent disk copy program. Latest update with new feature. **Diskspeed & FullView.**
❑x **V529 FRACTAL & SCULPT 4d: Tree 4d,** Creates sculpt 4d trees with leaves. Contour 4d, IFSGen & Plasma.
❑x **V530 BUDGET** A program to help managing personal finances. This is a update to disk V280.
❑x **V532 HORROR SAMPLES** Another selection of samples to be used with any musk program (2)
❑x **V536 CATALOGUE UTILITIES** A collection of utilities used to Catalogue disk/ Video/ Tape collections (2)
❑x **V543 DISK STATION (2)** An excellent workbench replacement with built in utilities like Sid and others
❑x **V546 KIDS PAINT** A painting program designed for children. Includes various colours and speech.
❑ **V547 RADBENCH v1.4** Another workbench replacment /Enhancement disk.
❑x **V549 ELECTROCAD V1.4** Another Updated on the cad drawning preview written in Amos.
❑ **V550 KEFRENS POWER UTILITIES:NewTopaz,** **Power Fonts,** Create, Edit or change any 8x8 or 16x16 fonts. **Window,** Change size of dos windows.
❑x **V551 THE SUPER KILLERS V2.3: BOOT X v4.40,** This is the best virus killer disk to date kills over 232 virus & may be more, Includes Various excellent killers. Including **VC v6.0, Zero virus III v1.20 & VT v2.37.**
❑x **V552 PRINT UTILITIES** Disktik, HyperCat, Label print, Super retlab, LabelBase III.
❑ **V553 SHADOW UTILITIES** Raster Blaster II, Simplesinal & Text Writter v1.0.
❑ **V554 R.S.I. MUSIC MODULES 2/3** Another selection of music from Red Section. (2)
❑ **V556 RED SECTOR HELP DISK** Another disk to help you use the Red Sector Demo creator.
❑x **V557 TOO SEXY UTILITIES** A very large selection of utilities Including, V-Checker, Print Studio, Super Dupper & Nuke. Far to many utilities to list.
❑ **V559 PUMA TRACKER V.99** Another good sound tracker close. Used to create the music from Taki.
❑ **V560 10 AMIGA PD COPIERS** A collection of copiers like amigaCopy, Coder copy, Pcopy, Rattlecopy & more.
❑x **V561 CHRIS HAMES UTILITIES : DirWork v1.12,** Excellent file copier simulal to diskmaster & Sid but contains more commands at hand. Recommend.
❑x **V562 MORE UTILITIES PopDir, Exchange, QCal,** Excellent little calendar program. **PhoneDir.**
❑x **V563 (ST-82) SAMPLES Vol 1-3** Another collection of sampled sounds for use with sound tracker. (3)

C: COMMANDS

❑ **A2 C: PROGRAMS,** Alib, Ar, Fixobj, Shell, Yacthc, Make, Emacs. **TUTORIALS,** Animate & Gadgets.
❑ **A3 C: COMMANDS,** Xref, 6bitcolour, Chop, Cleanup, Cr2lf, Error, Hello, Kermit, Scales, Skewb. **BASIC,** Automata, Crazy Eights. **PROGRAMS,** Disassem.
❑ **A8 C: COMMANDS,** Browse, Crunch, Icon, Exec, PDscreen, Dump, Smallclock. **BASIC,** Addressbook, Ball, Cload, Clue, Colour Art, DDraw, Many others.
❑ **A11 C: COMMANDS (6),** Two many to list. BASIC PROGRAMS, Loads of intresting programs. ASSEMBLER PROGRAMS. (6 Disks).
❑ **A19 C: COMMANDS,** Solve, Gadgets, Household, Waveform, DiskLib, Subscripts, String & Boolean.
❑ **A20 C: COMMANDS,** Compactor, Decoder, BobEd, SpriteMasterII, Bankn, Speechtoy, Keyboard & Joystick.
❑ **A21 C: COMMANDS,** Target, SnapShot, Sand, Prop Gadget, ExtraHalfBright & Aniscript, Ect.
❑ **A22 C: COMMANDS,** Cycles, ShowPrintII, Animations, Garden & basicsorts, Ect.
❑ **A24 C: COMMANDS,** Moose, BMon, QuickFlix, Daisy, BoingMachine, Monolace, BNTools & Code.

STAR TREK SECTION

❑x **AT05 Klingon D7 Cruiser** fires torpedoeswhile passing. **NCC-1864 reliant** Very good.
❑x **AT10 ENTERPRICES** Leaves the Star station dock. **NCC 1701-A.** The classic animation.
❑x **AT17 THE TWOK NCC-1860** Reliant & the NCC 1701-A-Enterprise. **MENSCH ROBOTER**
❑x **AT18 TWOK-0** Anim NCC 1860 Avenger & NCC 1701-A-Enterprise. NCC 1089 Grissom.
❑x **AT22 APPROACHING VESSELS** Animation, Binary Flight Wireframe landscape by T.Richter
❑x **AT23 STAR TREK FLEET MANEUVER** NCC-1940 Fly over & by animation. excellent classic
❑x **AT33 THE PROBE II** Animation & **BRID OF PREY** Animation from Star Trek. **KLINGONHIT**
❑x **AT34 LEAVING SPACE OFFICE** Animation , **DOCKING** Animation from star trek. **ATTACK MODE** Bird of Prey Scout hip in attack mode
❑x **1060 STAR TREK THE NEXT GENERATION** This game is by Terry A. Mc Intosh. v1.47 *
❑x **1081 THE UTLTIMATE STAR TREK** Game by Tobias Richter. v1.0, (2 Disks)
❑x **2222 STAR TREK THE NEXT GENERATION** This is the latest quiz game based on the Next generation (2)
❑x **SMAUG120** The Star Trek the game by Eric Gustafson US Inport regires 1Mb and (3) disks
❑ **SMAUG156** The Star Trek the game by Jimbo Barbers American version 1Mb and (2) disks
❑x **AMUSE19 TREK73** A strek trek Battle Simul-ator where you can attack klingons & Romulans
❑x **V367 STAR TREK INFORMATION** A Data base of all the original series. Very Detailed.

MEGA DEMOS

❑ **1988 RAY OF HOPE II** This is one of the best graphical mega demos we have seen he at PD-Soft.
❑ **2028 IBB MANGAD** This production has been voted **DEMO OF THE MONTH NOV/91** by all here at PD-Soft. Excellent Sound, music & Grpahics.
❑ **2120 DMOB ITS A LAME D-MO** That right after many of months there back with a excellent.
❑ **2137 WILDFILE** Reviewed in most of the popular magazines. Brilliant with plenty of innovative parts.
❑ **2174 HYPNAUTIC HAMMER** A Fantastic fast moving Animating Mega Demo with great effects.
❑ **2250 ODYSSEY - ALCATRAZ (5)** This is another of the brilliant mega demos from this onths releases.
❑ **2259 HARDWIRED - CRIONICS (2)** The best are back & heads the charts with one of the best.

ERIC SCHWARTZ

❑x **1700 ANTI LEMMINS** Anim Requires (2) 2Mb
❑x **1703 THE DATING GAME** Anim requires (2) 2Mb
❑x **1794 VTOL CONTEST** Features a helicopter & the stealty jet plane. Heli try to keepup. (1Mb)
❑x **1842 SHUTTLE COCK** Animation (1Mb)
❑x **1850 LATE NIGHT & TERMINAL** Anim (1Mb)
❑x **2013 AGILLITY** Animation disk (1Mb)
❑x **2021 VIETNAM CONFLICT** Animation (1Mb)
❑x **2133 GULF WAR CONFLICT** An Excellent Anim. By far his best work to date. Recommend. (2Mb)
❑x **2307 AMY AT THE MOVIES II** This is one of the latest animation from Eric Schwartz. (3) 1Mb ONLY.
❑x **2310 AMY vs THE WALKER II** This is one of the latest animation from Eric Schwartz. (2) 3Mb
❑x **2384 AMY AT THE BEACH (2) 3Mb**

NEW BUDGET TITLES
£7.99 EACH OR £21 FOR THREE

BT8 SUPERCARSx	**BT15** MIAMI VICE
BT16 PRO BOXING SIMx	**BT19** BARBARIAN II
BT20 DRILLERx	**BT21** CALIFORNIA GAMES
BT24 HEROS OF / LANCE	**BT28** SUPER SCRAMLE
BT29 ROAD BLASTERS	**BT30** SWITCH BLADE
BT31 TURBO OUT RUN	**BT32** TURRICAN
BT33 1943	**BT34** VIGILANTEx
BT35 NITROx	**BT38** BLOOD MONEYx
BT41 MENACE	**BT43** BUBBLE BOBBLE
BT46 NEW ZEALAND STORY	**BT56** LOMBARD RAC RALLY
BT72 ULTIMATE GOLFx	**BT73** THUNDERSTIKEx
BY74 RESOLUTION 101x	**BT75** MANIXx
BT76 MINDBENDERx	**BT77** 1ST DIVISION MANx
BT79 PRO BOXING SIM	**BT81** X-OUTx
BT82 STUNT CAR RACERx	**BT83** RICK DANGEROUSx
BT84 IK+x	**BT85** SKY HIGH STUNT MANx
BT86 ROBOCOPx	**BT87** RENEGADE
BT88 CHASE HQx	**BT89** IVANHOEx

GAMES SELECTION

❑ **1073 TETRIS ORIGINAL** This is the closest game to the original tetris computer game. A Classic
❑x **1420 DTRIS** This is the best 2 Player Tetris game.
❑x **1454 MEGA BALL** (THE BEST ARKANOID GAME,Better that any Full Price Games).
❑x **1486 SOLITAIRE & SOLITAIRE ROYAL** Two very excellent & addictive card games.
❑x **1561 TRITWIS** This is the best version of Tetris on the amiga with a 3 play option.
❑x **1735 ASTERIODS** 'THE ORIGINAL' Another old classic. Remember that Classic.
❑ **1747 LLAMATRON GAME 2001 By Jeff Minter** Brilliant stuff & Excellent production
❑x **1749 SCRAMBLE** 'The Original'Remember that old classic well is now on the Amiga.The Shoot em up.
❑x **1870 PATIENCE'S & DOMINOS** The famous card game, this is the best version to date.
❑x **1964 AMIGA COLUMNS** Famous convertsion of the original game columns. Tetris variant
❑x **1977 POM POM GUNNER** Shoot down the incoming world war II air planes.
❑x **1981 TRUCKING ON** A truck traveling adventure trading game. An excellent simulator. (2)
❑x **1984 AIR WARRIOR** The first real flight simul-ator on the amiga with various Air planes to Fly
❑ **2018 JETMAN** Another spectrum classic converted to the amiga. It's JetPak.
❑x **2022 SEA LANCE** The first Silent service type sub war game within our amiga PD collection. BEST GAME OF 1991 BY AMIGA FORMAT ISSUE 30
❑x **2054 ATIC ATAC** A rendition of the game from the original Spectrum computer.
❑x **2161 ETHOS GAME** An excellent new role playing/ Stratery game. Load through workbench.
❑x **2162 BATTLE OF BRITIAN WAR GAME** 2 Strategy war games which both need loading through Wb.
❑x **2164 DUNGEON ON NADROJ** This is the best Dungeons & Dragons Public domain type game we have played in a long time. Recommended for all.
❑ **2170 NU GAME** A vertically scrolling shoot em up where you must battle through various motherships.
❑ **2171 WESTLANDS** An excellent game, viewed in most Magazine with very good reviews.
❑ **2173 CARD GAMES** Various card games titled Cribbage, Blue moon, King, Patience & Hearts.
❑x **2177 MISSION X : RAID II** This is a shoot em up game in the style of SWIV & 1943. Very good game
❑x **2178 SURVIVOR** An excellent space based adveture game in the Aliens theme. Nice colourfull graphics & recomended by all here at PD-Soft.
❑x **2179 ADVENTURES IN HELL** A collection of six games, Jedi, Star trek, Atlantis, Ring & Indication.
❑x **2180 SKODA CHALLENGE** An excellect 4 player hotRod game written in Amos. Simple but good fun.
❑x **2185 BATTLECARS** This is one of the best PD Games on the Amiga to date, Solid 3d graphics. travel around, track down the other cars and destroy.
❑x **2199 PARACHUTE JOUST** Another excellent game where you are falling down to earth. you must take the Parachute from the other player by hiting him. there an excellent graphical ending for the loosing player.
❑ **2218 THE BEAST** Simular game play to the classic chess. Take your side and trap the Beast. very good.
❑x **2219 NAPOLENIC WAR SIMULATOR v5.0** Excellent program sent direct by the author.
❑x **2220 STRATEGIC GAMES** Eternal Rome, Lords of Hosts, In Moonshine. Excellent collecytion.
❑x **2221 MIND GAMES 21** of the best Mind games to challenge your mind not your shooting games.
❑ **2224 SWORD OF THE WARLOCK** A Bards tales / Eye of the Beholder adventure game packed on three disks. The best Shareware role playing game on the amiga. Excellent Adveture. (3) 1Mb (2Drives)
❑x **2265 HOLLYWOOD QUIZ,** A nicely produced quiz game with a choice of subjects. **DOWNHILL SKING**
❑x **2270 SNAKE PIT, CHINA CHELLENGE & RUBIK**
❑x **2271 CLUE** (Cluedo Game)
❑x **2273 BACKGAMMON, PUSHOVER & PUZZLE PRO**
❑x **2278 CARD SHARP** A very professionally present ed selection of solitaire type card games.
❑x **2279 SUB ATTACK v1.0** Control the torpedoes & sink the enemy ships as they sail past. **LANDMINE,**
❑ **2313 REVENGE OF THE MUTANT CAMELS By Jeff Minter** The ride of a life time with mutant camels that spit plutonium death. Excellent shoot em up.

NEW AMOS PD DISKS

❑x **APD151 UNDERSTANDING AMOS** The Amos Tutorial Program Disk. A must
❑x **APD329 AMOS FRUIT MACHINE II** By gary Hunt. This program is as near as possible to the type of fruit machine you can find in any snooke hall or Pub / Arcade. features include Hold, Numbers Held, Winspins, superwins, Bronze/ Silver/ gold Pots, Skill Shots, Stop a win, Cashpot, Gample & collect.
❑x **APD333 AMERICAN FOOTBALL RADIO VERSION** You are a coach of London and you have 5 seasons to win the Amosbowl.
❑ **APD340 KARATE WORM** By *Mark Potter*, various levels with jumping, Kicking & throwing Weapons, Another cute & unusual game.
❑x **APD343 SAVE THE TREES** by Mark Potter, Move around the screen in your tank rolling over any body trying to chop the worlds trees down.
❑x **APD347 THE JOTTER** small collection of utilities. **NOTEBOOK**, A staight forward & easy to use note booke program. **SHOPPER**, Enter prices, Quanties to build up a list, Also gives to a running total.
❑ **APD350 STORY BOOK2** Is cute activity adventure where you have to kill the Evil witch.
❑ **APD356 POWERBASE V2.0** This is an easy, friendly and Powerfully database which can handle 10,000 records.

LATEST FRED FISH

All Fred fish disks are Workbench driven but know-age of CLI/Shell may be required to run some of the programs. Most programs will work with Wb 2.04 & full details can be found on our Catalogue disks.

❑ **F601 PP v1.4** Use this Patch to load Power Packer files into any standard word processor. Ie text Plus or Udit.
❑ **F602 MATHS ADV** A simple game where you the young adventurer', must try to escape the Kings Math's adventure. After each room the questions get harder.
❑ **F603 DUNGEON MAP** A littletool that creates maps of dungeons (and eventually towns) which can be used by a dungeon Master for use in a AD&D game.
❑ **F603 DYNACADD** A demo of DynaCadd from Ditek Internation. DynaCadd is a professional 2d & 3d cad package. Requires the next two disks also (3)
❑ **F603 ICONTROL** Turns your V1.3 icons into the same colours & images as the new V2.0 amiga's.
❑ **F604 RINGWAR** A classic arcade game of reflexes. The vector graphics are simular to asteriods & Tempest.
❑ **F605 HDCLICK v2.0** A program selector / Harddisk-Menu. Easy program start with gadgets.
❑ **F606 AUTOGRAF** Collects & graphical displays info on auto mileage. Includes MPG, Cost per mile & more. **FILE MINDER,** Utility for maintaining files & Directories. **PRFONT,** Prints a sample of each font in the font dir. **SPELLCHECK,** Aids you in learning foreign words. version 1.4
❑ **F607 ANIMFADER** Video production utility to fade screens in & out. **DOSCONTROL** Tool that combines the functionality of many separate tools. **FISHCAT.**
❑ **F608 VERTEX** A 3d object editor that differs from other 3d editors in may ways. View any perspective.
❑ **F609 AUTOPORT** Software switch which makes it possible to use a trackball in the mouse port. **BBASE II v5.3** Database which, includes fast sort, search & easy controlls. **BOOTPIC** Install any IFF pic as a Bootblock.
❑ **F610 ATCOPY** Copy files from one side of a bridge board to the Amiga side. **PCEXECUTE** A small program to execute programs on a Bridge board without opening a PC window.

❑x **FLETCHER FONT PACK : 5 (Video Production)**
£15.00 PER PACK : 6 DISKS
Six disks packed with a varied assortment of coloured fonts. in many colours, shapes & sizes. For use with Dpaint programs or any Video production utilities.This pack has some totaly outstanding fonts and for only **£15** they give you over 70 fonts to play with. Best produced &Totaly stunning.
OTHER FLETCHER FONTS PACKS ARE, FFP1, FFP2, FFP3 FFP4 & FFP5 All colour font packs, 6 disks each. **FFPA & FFPB** Both are mono font packs, 6 disks each

EASY ORDERING INFORMATION & ORDER FROM

ORDERING BY POST:
When ordering disks please tick the boxes to the left of the disk numbers (Any coloured pen, Hi-Lighter or just just outline the disks). After selecting the disks/software that you require, Please fill in your Name & Address on the order form provided. Cut out or Photocopy this advert. Hand written orders are acepted. & Post to the addess Above. Cheques & Postal orders should be made payable to: PD-SOFT. If you have ordered before please tick the account Number box.

ORDERING BY TELEPHONE:
The Telephone hotline is open six days a week from 9am - 7pm (Week days) & from 10am - 5pm (Saturdays). Jjust quote your Credit card number, Name, Adress, If you have ordered before, Daytime telephone Number, Date, Disk numbers & Where you are ordering from(ie the *Magazine*).

CALLERS - COLLECTING YOUR DISKS
You can now collect any disks at our New office address 6-8 DURHAM ROAD, SOUTHEND-ON-SEA, SS1 2YD.

EUROPEAN ORDERS - NO POSTAGE CHARGE
When ordering from within Europe remember that there is a min order of 5 disks but with all orders there is no extra postage charge. Mailshots will also now be sent.

VESTELLEN VANUIT NEDERLAND,
Schrijf naar dit adres: Euro PD Holland Schuylenburg 14, 2681 NJ Monster, Zuid-Holland, Holland. Tel (01749) 44568. Disk Prijs: FL 6:- (Credit Card Accepted in U.K)

INTERNATION ORDERS ONLY
All orders are sent by air mail. Please add 20% (Minimun £2.00) to the total of the order towards postage. Internation Cheques must be drawn on a U.K. bank. Please ring if you would like to transfer Money/Funs direct into your account for fast despatch. of any goods.

NAME
ADDRESS
POSTCODE
A/c No | **TELEPHONE**

CREDIT CARD NUMBER (MASTERCARD or VISA) | **EXPIRY DATE**

Total PD Price £ ____.__
Total PD Disks #

PRICES ARE PER DISK

1 -5....Disks £2.50
6-10...Disks £2.25
11-20.Disks £2.00
21-49.Disks £1.75
50+....Disks £1.50

		AMOUNT	PRICE
THE MOUSE PAD	£2.99		£
THE AMIGA DUST COVER	£3.99		£
3.5 DISK CLEANING KITS	£2.99		£
DISK LABELS Single / Min 100..	£0.03p		£
ROLL OF 1000 DISK LABELS 3.5	£10.99		£
2M PRINTER LEADS	£6.49		£
DISK BOX (40) 3.5 INCH.	£4.99		£
DISK BOX (100) 3.5 INCH	£7.99		£
512K UPGRADES Inc a Clock	£34.99		£

A500 PLUS SPECIAL NOTICE (x) = IT WORKS ON YOUR PLUS
When ordering any disks from Pd-Soft Please only select disks with the cross after the selection box. beside each disk (left of the title).

CATALOGUE DISKS Tired of boring catalogue disks? Get the unique, easy to use Database Disks. They contains details of over **4,500** disks & are all available directly from stock. A multitude of options including Search & Print. Contains details on Fred Fish, TBAG, Amos, FAUG, SMAUG, Scope, Agatron, APDC, Panorama, Amicus, Slip disk, Joe Larson, TCUG, NZAUG, TOPIK & Licenceware. **£1.50** £

COMPLETE FRED FISH The Complete Fred Fish has been professional printed, bound & Includes a sorted index of all the disks, It now stands at over 134 Pages. It also comes with free update pages as the new disks are released. Please note that the updates are only available from PD-Soft. FRED FISH is a collection of Amiga Games, Utilities & Much, *More*. Each disk is **£4.99** £
totaly packed with programs. All Fred Fish disks come with full instructions.

REMEMBER PD-SOFT STOCKS ALL THE FRED FISH DISKS, ALL OF THE TIME.

Any other disks Required, (Inc Budget Software, Licenceware & Fletcher Font Packs). | **TOTAL PRICE £** ____.__

DEMOS

PIPE DREAMS

Anyone who's played *PipeMania* will know how addictive it is. Now from NBS comes a PD version that's so close to the bone they could've called it MarrowMania! All the features that made the original such a hit are here and the objective to keep the water flowing through the sections of pipes is as compelling as ever. Programmed in *AMOS*, the game also incorporates sampled speech and clever sound effects. If you're starved of puzzle games, this is a worthwhile investment.

NBS, Disk L511 ★★★★★



MEG MUSIC

Hit The Deck 1 + 2 is a boppy dance disk containing loads of samples by Arty Vark And The Storm Grenades. Ravers and groovers will be swinging their pants after hearing this one. There are two tracks on the disk, a 1Mb song and a 1Mb Chip RAM track.

Shieldsoft PD, ★★★



MUSICAL MADNESS

For sheer weirdness Vark's demo 'I Am The Walrus' deserves a mention. The programmer constructed his own 'video' using digitised pictures and basic animation for the Lennon and McCartney song. The sound is terrible, but the demo is fascinating. If there were such things as B-rated demos, this would be the Plan 9 to top them all.

Polly Soft, Disk C23 ★★★★



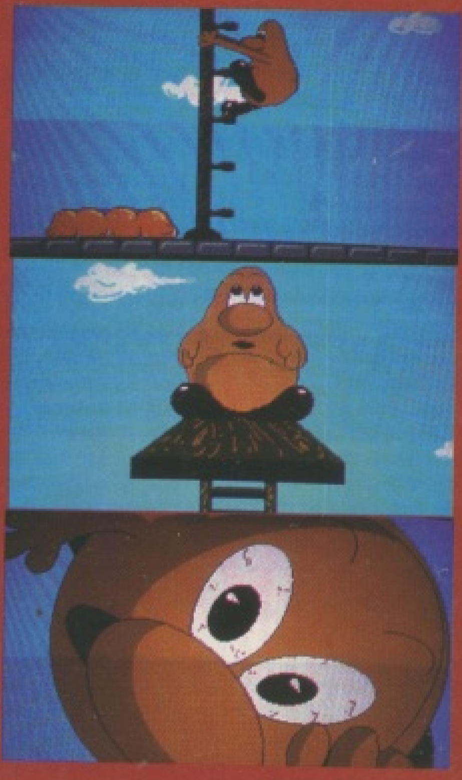




SURREAL FEEL

Fans of Magritte or Monty Python will love the crazy humour and artistic 'skills' displayed in this demo. This time, Vark has taken popular icons from the French artist's collection and turned them into contemporary computer animation pieces. It sounds strange, but it all comes together very well. Five out of five for originality and improvisation.

Polly Soft, Disk C24 ★★★★★



STAPLE DIET

Mr Potato Head has been trying to smash his way onto the PD scene for a while, and although he's unknown to many of you, his creator, Chris Hill, has been planning to put the character into animations for ages. He now hits our screens in two demos: Mr Potato Head and The Chips Are Up. If you're fed up of Lemmings, squirrels, and fighter planes, give our British hero a chance.

Chris Hill, (Most Libraries) ★★★



THE DELINQUENTS

If you want to see the kind of animations that the *Take 2 Studio* has to offer, this disk will give you an idea. Featuring a group of Scottish Amiga club delinquents, who go by the name of Storms, the digitised pictures form an amusing animation showing the package's potential. Hardly a ground-breaking demo, but a laugh anyway. 17 Bit, Disk ★★★★





FISHY BUSINESS

If you've seen a Macintosh in action, you'll know there are several programs that kick into action when the machine lays idle. Window cleaners wash the monitor screen, and fireworks scour the skies until you return to work. The slightest jostle of the mouse will snap the machine back to work, displaying the screen you last made amendments to. This demo does the same, but has to be loaded first. A big headphone-wearing fish swims onto the screen and off again. Novel stuff indeed and better than it sounds.

17 Bit, Disk 1676 ★★★



P D DiRECT

MEGABLITZ!

THE ONE STOP SHOP FOR AMIGA PUBLIC DOMAIN SOFTWARE

PHONE or FAX : (0782) 715255

THE DISKS BELOW ARE ONLY A SMALL SELECTION FROM OUR VAST LIBRARY OF OVER 2000 DISKS

PACK 1
HOME BUSINESS PACK
THIS 8 DISK PACK INCLUDES:
Spreadsheet
Word Processor
Amiga Spell
Memo-pad
Inventory
Database, Etc. Etc.
A MUST FOR HOME ACCOUNTS !
£10.00

PACK 2
DEMO PACK (10 Disks)
Budbrain 1 (2 disks)
Budbrain 2
Scoopex mental hangover
Crionics " neverwhere "
Horizon " Sleeping bag "
Palace " Pulling the trigger "
Quartex " Substance "
Phenomena " Interspace "
Decay " Simpsons demo "
GREAT STARTER PACK !
£11.00

PACK 3
MUSIC PACK (10 Disks)
Vision music masters
Crusaders " Bacteria music "
Crack music disk
Jetset overload music
RAF megamix #1
Flash digital concert #6
Flashing Bytes "Sweet songs one "
Alcatraz " Panic voices of energy "
Crusaders micro concert
Archaos music disk
£11.00

PACK 5
MUSIC MAKERS PACK
Protracker
Noise tracker
Star tracker
Songs disks (3 disks)
Instrument disks (4 disks)
A MUST FOR MUSICIANS
£11.00

PACK 7
GAMES PACK
This NEW 12 disk
pack contains:
Operation Lemming
Star Trek (2 disks)
Llamatron, Drip
Moria, Sealance
Monopoly, Cluedo
Seven Tiles, Pac man
Battleships
PLUS LOADS MORE !
£15.00

UTILITIES

PDU 10 Word processing & Databasing
PDU 16 Air Tunnel Simulation
PDU 31 Fish#143 RIM Database
PDU 32 Fish#144 Analytic Spreadsheet
PDU 43 Fish#203 Assembler & C eg
PDU 45 Fish#210 Scientific calculator
PDU 46 Fish#213 Icons (300 in 8 colours)
PDU 48 Fish#215 Mandelvroom V 2.0
PDU 51 Fish#219 Astronomy program
PDU 52 Fish#52 A-Z Text Editor
PDU 60 Fish#237 CLIprint
PDU 70 Fish#193 Keymap Editor
PDU 72 SID V1.06 The ultimate disk util.
PDU 80 Fonts & Surfaces
PDU 81 Disksalve V1.3
PDU 99 Ham Radio utilities (5 disks)
PDU 101 Menu-Maker
PDU 102 Label designer
PDU 103 Icon-Maker
PDU 104 Icon-Mania
PDU 105 Crossword Creator
PDU 118 Various CLI utils
PDU 149 Icon Fun
PDU 151 Fixdisk Disk repairer
PDU 164 Games music creator
PDU 168 Vaccine-Booster (virus killer)
PDU 169 Quick-Base Database
PDU 185 ANC 22 (Excellent utils)
PDU 186 Falcon Bootblock Creator
PDU 194 Pman Virus Killer
PDU 200 Virus Killer Pro V2.0
PDU 207 Perfect Sound V1.93
PDU 257 Fish#349 MED V3.00
PDU 262 MED Modules
PDU 358 Tetracopy
PDU 363 Master Virus Killer V2.2
PDU 318 Red Sector demo maker
PDU 364 Red Sector utilities 1
PDU 365 Vector Editor
PDU 366 IBM Emulator
PDU 367 ST Emulator
PDU 368 Spectrum Emulator
PDU 369 Fish#379 C64 Emulator
PDU 370 Flexibase Database
PDU 371 NUKE V1.3b (Saddam Killer)

DEMOS

PDD 1 Anarchy Demo
PDD 4 Deathstar Megademo (2 disk)
PDD 7 Elvira Demo
PDD 14 RAF Megademo
PDD 16 Rabocop Demo
PDD 20 SAE Demo#25
PDD 21 SAE Demo#32
PDD 31 Anarchy"Ooh it's obscene 3"
PDD 51 Hatrick#1"Arsewipe"
PDD 52 Hatrick#2"Smashing day out"
PDD 55 Kefrens Megademo#8 (2 disks)
PDD 62 Northstar Megademo#2
PDD 70 Rebels Megademo
PDD 72 Red Sector Demo#4
PDD 73 SAE Demo#23
PDD 74 SAE Demo#34
PDD 75 Scoopex Demo
PDD 76 Scoopex megademo
PDD 91 Trilogy Megademo#1
PDD 94 Vortex Megademo
PDD 96 Magnetic Fields Demo#36
PDD 97 Predators Megademo (2 disks)
PDD 107 Budbrain#1 (2 disks)
PDD 115 Magnetic Fields Demo#40
PDD 116 Magnetic Fields Demo#41
PDD 130 Chubby Brown Demo
PDD 131 Crionics Demo
PDD 132 Giants Megademo (2 disks)
PDD 134 Magnetic Fields Demo#45
PDD 145 SAE Demo#31
PDD 152 Flash"No Brain No Pain" (2 dk)
PDD 153 Billy Conolly Demo (2 disks)
PDD 160 Hatrick "Rave on"
PDD 177 Budbrain II
PDD 179 Crionics"Total Destruction"
PDD 186 Flash Demo#2
PDD 209 Ruiger Demodisk
PDD 212 Space Pack#32
PDD 305 Anti-Lemming Demo(2 disk)

ANIMATIONS

PDA 9 Knight Animation(1 Meg)
PDA 12 Agatron Star Trek Anims 2
PDA 13 Agatron Star Trek Anims 17
PDA 14 Puggs in Space
PDA 18 Miller Lite Advert
PDA 34 Basketball Anim
PDA 41 Digiviewer Slideshow
PDA 42 Dragons Lair Demo
PDA 45 Monocycle & Sportscar(1 Meg)
PDA 47 Holsten Pils Ad
PDA 49 Mayfair Vol.23 no3(18+)
PDA 50 Mega Clean Show V1.7
PDA 54 NASA Graphics
PDA 56 Newtek Demoreel 1(2)(1meg)
PDA 57 Newtek Demoreel 2(2)(1meg)
PDA 58 Paradise Slideshow
PDA 61 Sabrina
PDA 63 Space Animations (1 meg)
PDA 65 Startrek Animations
PDA 68 Walker Demo (1 meg)
PDA 69 Walker Demo (2 meg 2 disks)
PDA 70 Walker Demo 2 (1 meg)
PDA 80 Walker Demo 2 (2 meg 2 disk)
PDA 81 Ray trace art.DWB Render util
PDA 90 Bunsen Burner Jet Anim
PDA 92 D. Landers Sci-fi Show#1
PDA 93 D. Landers Sci-fi Show#2
PDA 110 Bruce Lee "Enter The Dragon"
PDA 111 Bruce Lee Slideshow 11
PDA 112 Dragons Lair 11 Demo
PDA 114 Neighbours Slideshow
PDA 116 Terminator

MUSIC

PDM 5 MFI Electric CLI IV
PDM 6 Winkers Song (2 disk)
PDM 9 Ride on Time & Batdance
PDM 19 Bad - Michael Jackson
PDM 20 Bat Dance
PDM 27 D-MOB Megamusic III
PDM 28 Enemies music III
PDM 30 Digital Concert II
PDM 31 Digital Concert III
PDM 33 Halloween"Follow the Sign"(2dsk)
PDM 35 "I think were alone now"Tiffany
PDM 36 "Land of confusion"Genesis
PDM 38 Miami Vice theme (4 disks)
PDM 40 MFI Vangelis Demo
PDM 65 Digital Concert IV
PDM 72 Popeye meets the Beach Boys
PDM 80 Digital Concert VI
PDM 82 Freddy Kruger
PDM 83 Kefrens Jukebox
PDM 85 Miami Vice "Crocketts Theme"
PDM 87 RIP Eruption
PDM 88 Slab music
PDM 91 100 Most remembered C64 tunes
PDM 95 Hi-Fi Demo
PDM 104 BassX#5 Power Remix
PDM 105 BassX#6 Sid youngblood
PDM 106 Betty Boo
PDM 109 Depeche Mode
PDM 110 DMOB Music I
PDM 111 DMOB Music II
PDM 117 Flash Gordon (2 disks)
PDM 118 Hatrick "Loadsamoney"
PDM 120 Laurel & Hardy (2 disks)
PDM 131 Pet Shop Boys Remix#1
PDM 132 Pet Shop Boys Remix#2

GAMES

PDG 1 Star Trek-Final Frontier (2 disk)
PDG 2 Star Trek (3 disk, 2 drives)
PDG 5 Card & Board Games
PDG 19 Destination Moonbase
PDG 21 Boing The Game (2 disks)
PDG 26 Treasure Search
PDG 31 Moria
PDG 32 Legend of Farghall (PD Version)
PDG 33 Arcadia (Breakout style game)
PDG 34 Dynamite Dick
PDG 37 Super Quiz
PDG 70 Dripl
PDG 71 Llamatron
PDG 72 Op. Lemming (Charityware-£3.00)

CLIP ART PACK

There are a total of 13 disks in the clip art range. All are in IFF format and are ideal for DTP. There are loads to choose from, ranging from fancy borders to special occasions & from people to places etc. etc.

ALL 13 DISKS FOR ONLY
£15.00

ATTENTION *AMIGA* PLUS OWNERS!

We are currently testing all programs for compatibility with the new Workbench 2 machines. We will be pleased to advise on which disks will run. PLEASE ASK US !

BULK DISK DEALS

10 KAO Bulk 3.5" DSDD..........£4.95 (+50p P+P)
25 KAO Bulk 3.5" DSDD..........£11.95 (+£1.00 P+P)
50 KAO Bulk 3.5" DSDD..........£21.95 (+£1.50 P+P)
100 KAO Bulk 3.5" DSDD..........£39.95 (+£2.00 P+P)
Labels included, 2 for 1 "No Quibble" Guarantee.

DISK PRICES

1-9..........£1.50
10-19........£1.25
20+..........£1.00

POSTAGE & PACKING FREE ON ALL ORDERS OF 3 DISKS OR MORE. UNDER 3 DISKS PLEASE ADD £1.00 (UK ONLY)
EUROPE ADD 25p PER DISK
REST OF WORLD ADD 50p PER DISK
ALL OF OUR P.D. SOFTWARE IS SUPPLIED ON TOP QUALITY BRANDED DISKETTES BY KAO & SONY

WE ACCEPT ALL MAJOR CREDIT CARDS. PLEASE MAKE CHEQUES & P.O.'s PAYABLE TO : P.D. DIRECT & SEND ALL ORDERS TO :-
DEPT........, 86 GEORGE ST., NEWCASTLE.
STAFFORDSHIRE. ST5 1DN.

VISA

GVP

GREAT VALLEY PRODUCTS INC

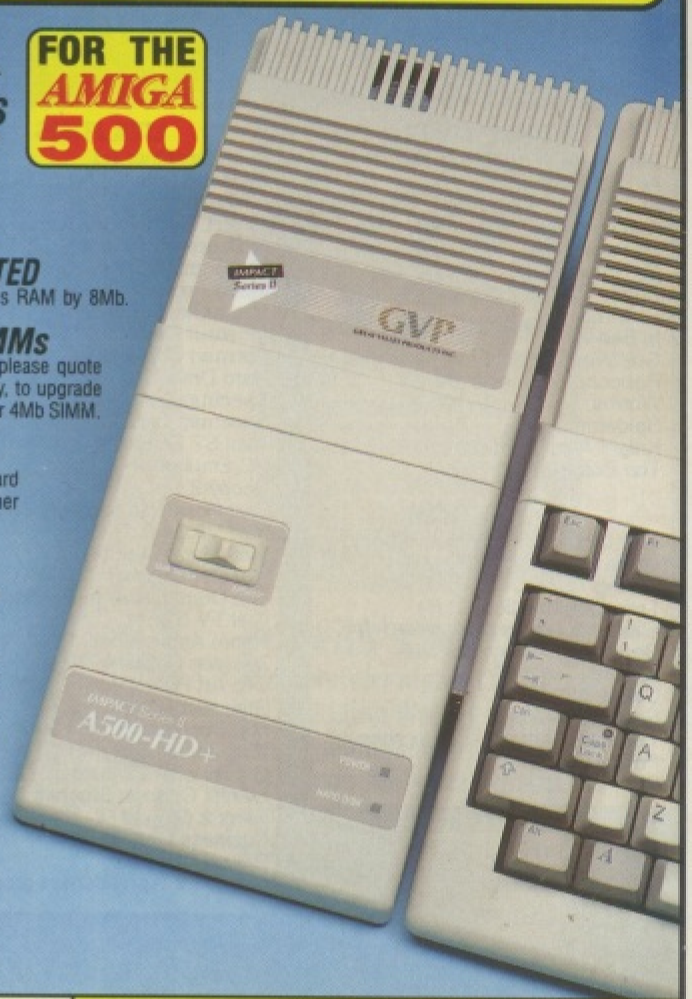
QUALITY AMIGA PERIPHERALS WITH 2 YEAR WARRANTY

Silica Systems are pleased to present the GVP range of peripherals for the Amiga. GVP are the world's largest third party manufacturer of peripherals for the Amiga and have a reputation for high specification, quality products. The company was founded only three years ago by a man who understands the Amiga - Commodore's ex-Vice President of Technology. He, along with a team of Amiga experts including other ex-Commodore staff, can claim to understand the add-on requirements of Amiga owners better than anyone. Not only do GVP provide the peripherals that Amiga owners want, they also offer peace of mind, with a 2 year warranty on their products. So, if you are looking for the very best in Amiga peripherals, look no further than GVP.

52Mb HARD DRIVE

- **52Mb HARD DISK DRIVE**
  New state-of-the-art 1" internal Quantum hard disk drive.
- **LIGHTNING QUICK 11ms ACCESS**
  A 1,100K per second transfer rate makes this the fastest hard drive available for the Amiga.
- **LEADING EDGE TECHNOLOGY**
  High-tech custom VLSI and Faaast ROM chips.
- **8Mb RAM SOCKETS - UNPOPULATED**
  Inside every unit there are sockets to expand the Amiga's RAM by 8Mb.
- **USES EASY-TO-FIT 1Mb/4Mb SIMMs**
  To upgrade the memory of your GVP HD8+ up to 4Mb, please quote order ref: MEM 3639 at £49.95 per megabyte. Alternatively, to upgrade your HD8+ to 8Mb, please order 2 MEM 3849 at £199.95 per 4Mb SIMM.
- **CUT-OFF SWITCH FOR GAMES**
  The GVP HD8+ features a unique switch to 'cut off' the hard disk for games that won't work with a hard disk. Most other drives require unbolting from the Amiga.
- **'MINI-SLOT' EXPANSION**
  This slot has been built-in to allow future expansions to be made without using risky 'Pass-through' techniques.
- **EXTERNAL SCSI PORT**
  You can add up to 6 external SCSI devices, eg CD-ROM, tape streamers, additional hard drives, scanners, etc.
- **STYLE CO-ORDINATED**
  The GVP HD8+ is perfectly matched in colour and style to the Amiga 500.
- **DEDICATED PSU + FAN**
  Following Commodore's recommendations for Amiga peripherals, the GVP HD8+ is supplied with its own external power supply and cooling fan.
- **FREE 2 YEAR WARRANTY**

FOR THE AMIGA 500



SOUND SAMPLER



This is a complete low-cost sound and music solution for the semi-professional and the audio hobbyist. The system consists of a small, high quality 8-bit stereo sound sampler that connects in to the parallel port on any Amiga 500, 1500, 2000 or 3000. Combined with one of the fastest, most powerful and easy-to-use sound and music editing programs available.

Any RCA-type audio source can be connected to the sampler, giving you a vast array of effects such as, filter, reverb, echo, fade in/out, etc. Supports MIDI instruments and can create songs in multiple file formats including Sound Tracker.

- *8-bit Stereo Sampler*
- *Plugs into parallel port*
- *Extensive editing features*
- *Works with all Amigas*

£59.95 INC VAT - Ref: MUS 2500

WHAT THE PRESS SAY ......

'Superb build, excellent aesthetics and blinding speed make this the best A500 hard drive...' - AMIGA SHOPPER

'GVP claims this is the fastest hard drive in the world and none of our tests could prove that wrong.' - AMIGA SHOPPER

'Overall: Untouchable. THE choice.' - AMIGA SHOPPER

'Still the best hard drive .... 92%' - AMIGA FORMAT

'The fastest hard drive we've had the pleasure of using.' - AMIGA COMPUTING

GVP HD8+ 52Mb HARD DRIVE

£399

INCLUDING VAT & DELIVERY - ref: HAR 0852

£599 WITH 105Mb HARD DISK - ref: HAR 0905

AMIGA 1500 + 2000 + 3000 PRODUCTS

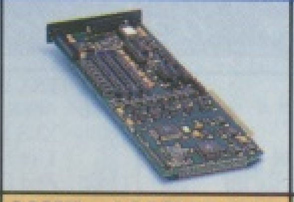


22MHz ACCELERATOR

- *22MHz 68030 CPU*
- *68882 22MHz maths co-proc*
- *1Mb 32-bit RAM installed*
- *Expands to 13Mb 32-bit RAM*
- *32-bit SCSI controller on board*

This low cost, quality 68030 accelerator, memory upgrade, SCSI device interface and 68882 maths co-processor board offers the perfect introduction to low cost upgrades for the Amiga. It is supplied with 1Mb 32-bit RAM, and can be upgraded to 13Mb 32-bit RAM. Runs approximately 7 times faster than a standard Amiga 1500/2000.

£599 INC VAT — Order Ref: UPG 1922

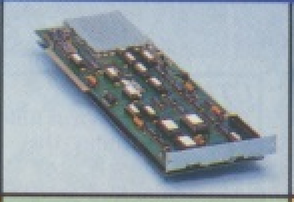


33MHz ACCELERATOR

- *33MHz 68030 CPU*
- *68882 33MHz maths co-proc*
- *4Mb 32-bit RAM installed*
- *Expands to 16Mb 32-bit RAM*
- *32-bit SCSI controller on board*

This fast 68030 accelerator, memory upgrade and SCSI device interface board delivers uncompromising speed and performance without a high price. It can take 16Mb 32-bit RAM and is supplied with 4Mb 32-bit RAM installed along with a 68882 maths co-processor. Runs approx 11.5 times faster than a standard Amiga 1500/2000.

£1299 INC VAT — Order Ref: UPG 1933

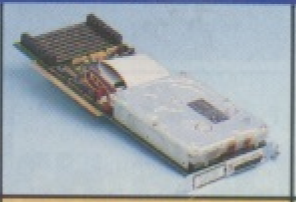


50MHz ACCELERATOR

- *50MHz 68030 CPU*
- *68882 50MHz maths co-proc*
- *4Mb 32-bit RAM installed*
- *Expands to 32Mb 32-bit RAM*
- *32-bit AT hard drive controller*

The FASTEST accelerator card and memory upgrade available from GVP. Featuring a 68030 CPU running at 50MHz, on-card memory expansion to 32Mb of 32-bit RAM and an IDE hard disk drive interface all on one card. Makes your Amiga run approx 13 times faster than a standard Amiga 1500/2000.

£1799 INC VAT — Order Ref: UPG 1954



IMPACT II HC8

- *Wide range of drive sizes*
- *52Mb and 105Mb Options*
- *On-card 8Mb memory sockets*
- *Uses easy to install SIMMs*
- *Supports virtually any SCSI device*

This is the equivalent of the HD8+ hard drive, but for the Amiga 1500 and 2000 models. It features the same unmatched facilities and performance giving unrivalled power. With GVP's innovative custom-chip design, easy and user-friendly installation and software, the HC8 is both powerful and simple to use.

£299 INC VAT 52Mb ref: HAR 1352

£499 INC VAT 105Mb ref: HAR 1405

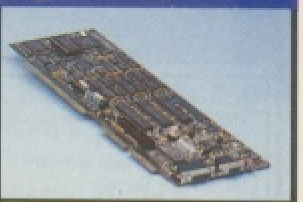


150Mb STREAMER

- *Over 6Mb per minute back-up*
- *Inc GVP's TapeStore software*
- *Mounts in the 5¼" drive bay*
- *Optional external casing*
- *Includes 1 DC150 cartridge*

This high performance media back-up tape streamer device for the Amiga, uses industry standard 150Mb DC150 cartridges. With back-up speeds in excess of 6Mb per minute, the GVP WT150 is a fast and efficient back-up method to offer peace of mind for serious users. The WT150 tape streamer requires SCSI interface such as Impact II.

£749 INC VAT — Order Ref: HAR 1715



IMPACT VISION 24

- *768 × 580 PAL resolution*
- *Supports composite video, S-VHS and RGB signals*
- *Broadcast quality genlock*
- *Range of software supplied*

This is the very latest 24-bit Professional Video Adaptor. It features 16 million colours on screen at once, built-in genlock, flicker fixer, frame buffer, frame grabber and digital keyer. Supplied with Caligari 3D modelling and rendering software, Scala IV24 video titling software, plus Macro Paint 24-bit paint package.

£1799 INC VAT — Order Ref: VID 7024

SILICA SYSTEMS OFFER YOU

- ***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped in the UK mainland.
- ***TECHNICAL SUPPORT HELPLINE:*** Team of technical experts at your service.
- ***PRICE MATCH:*** We normally match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 12 YEARS:*** Proven track record in professional computer sales.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts available for large orders.
- ***SHOWROOMS:*** Demonstration and training facilities at our London & Sidcup branches.
- ***THE FULL STOCK RANGE:*** All of your requirements from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you with offers and software/peripheral details.
- ***PAYMENT:*** By cash, cheque, all major credit cards, or extended payment plan.

Before you decide when to buy your new Amiga products, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE 081-309 1111

SILICA SYSTEMS

MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-6.00pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	No Late Night Opening	**Tel: 081-309 1111** Fax No: 081-308 0608
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm	52 Tottenham Court Road, London, W1P 0BA	No Late Night Opening	**Tel: 071-580 4000** Fax No: 071-323 4737
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Late Night: Thursday until 8pm	**Tel: 071-629 1234** Extension: 3914
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Late Night: Friday until 7pm	**Tel: 081-302 8811** Fax No: 081-309 0017

To: Silica Systems, Dept CMUSR-0492-60, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME GVP COLOUR LITERATURE

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Company Name (if applicable): ....

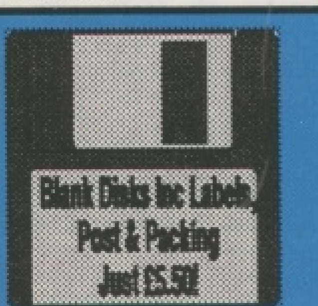
Which computer(s), if any, do you own? 68

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

QUALITY DOESN'T HAVE TO COME AT A PRICE!

ANIMATIONS
Planetside 1M (CDTV animation)
At The Movies 1.5M (+)
At The Movies 2 (4) 1M NB £3.50
Anti Lemmin' (2) (2 drives) 2M (+)
Mr Potato Head 1 1M (+)
Mr Potato Head 2 1M (+)
Buzzed! (3) (2 drives) 3M
Rollerball (2) 1M
In Bed With Madonna 1M (+)
Gulf War Conflict 2M
Robocop Digimovie 1M (+)
Woman In Red (+)
Spiderman 1M
Knight Anim 1M (+)
The Boings 1M (+)

EDUCATION
T.C. Dinosaurs (interactive book)
Learn and Play (2) (+)
Typing Tutor
Train Construction Kit (+)
Elements (+) (periodic table info)
German Tutor (+)
Spanish Tutor (+)
Colour It! (+)
Space Maths (+)
Treasure Search (+) (with speech)
Power Logo (+)
Storyland 2 (+)



UTILITIES
Form Designer (+)
Cassette Labeller (+)
Amicash (+)
DPaint Fonts & Surfaces (+)
Amibase Professional (+)
Text Plus V3.00 (+)
Video Applications (2) (+)
MessySid 2 (+)
Amateur Radio 1 (+)
Pacman Copier (+)
Hard Drive Utils (+)
Spectrum Emulator (with snd) (+)
Spectrum Datadisk 1 (+)
Atari ST Emulator (2 drives)
PC Emulator (+)
Dcopy 2
Last Hope (file recovery progs) (+)
Med V3.2 (+)
Med Music Disk (+)
RSI Demomaker V2 1M
RSI Demomaker Instructions
Cult TV Guide
Home Applications (2) (+)
Desktop Publisher (English) (+)
Clip Art Pack (5) (+) NB £4.50
Starchart (+)
600 Business Letters (+)
King James Bible (4) (+) NB £3.50
Crossword Creator (+)
DPaint Cartoon Brushes (+)
Tarot 2 (2) (+)
Business Card Maker (+)
Pascal Compiler
Calc V1.2 (spreadsheet prog) (+)

GAMES
Jetman
Atic Atac 1M (+)
Frantic Freddy
Dragons Cave (+)
Ghost Ship
A500 Plus Game Pack (21 of em)
Truckin (2) (+)
Killer Cars (+)
Raphael's Revenge (+)
Card Sharp (+)
Quizmaster (+)
Raid (+)

DEMOS & MUSIC
Silents Blues House (2) (+)
Hardwired (2)
Anarchy Digital Innovation
Divina Technofright (+)
PMC Alpha Omega (+)
Total Recall The Demo (+)
Amos 3D (+)
Silents "Ice" (+)
Bruno's Box 3 (2) (+)
The Four Seasons (2) (+)
Alcatraz Odyssey (5) 1M NB £4.50
Utah Saints Remix (+)
Andromeda Decaying Paradise (+)
Charly (+)

SLIDESHOWS
Terminator 2 (2 drives) 1M
Divine Visions (2) (fantasy) 1M (+)
Kim Wilde (+)
Betty Boo (+)
Robocop 2
Advance HAM 1M (+)

Just 95p Per Disk!

THE SERVICE
SAME DAY DESPATCH BY FIRST CLASS POST

FREE NEWSLETTER WITH SCREENSHOTS AND REVIEWS OF LATEST PD TITLES.

FREE PRIZE DRAW FOR COMMERCIAL TITLES DETAILS BY RETURN

ORDER MORE THAN 10 DISKS AND PICK A FREE DISK AND GET FREE P&P TOO!

WHEN ORDERING!
PLEASE INCLUDE 60p TO HELP WITH POSTAGE & PACKAGING

I CAN'T SEE THE DISK I WANT!
WE WILL PROBABLY HAVE IT! JUST GIVE US A CALL. IF WE DON'T WE WILL GET IT FOR YOU AT NO EXTRA COST!

When ordering please make **CHEQUES** and **P/O'S** payable to:
NEURAL IMAGES
Department CU1
4 Flint Walk
HARTLEPOOL
Cleveland
TS26 OTE
TEL (0429) 263508



A500 Plus Owners Just Look For the (+) Sign!
CAT Disk 75p or FREE with orders over 5 disks gives detailed reviews on 100's of disks!

TTPD

70 THANET STREET (DCU)
CLAY CROSS
CHESTERFIELD
DERBYSHIRE S45 9JF
TEL: 0246 866605

DEMOS
TD01 Classic Demos
TD02 Stealthy 11
TD03 Fleet Manoeuvres
TD04 Iraq Demo
TD05 Coyote Strike Back
TD06 Fraxion Horror
TD08 Iron Maiden Slideshow
TD09 Lotus Car Chase
TD10 Robocop 2 Slideshow
TD12 Robocop 15 Seconds
TD13 Total Recall
TD14 Evil Dead Demo
TD15 Puggs In Space
TD16 More Aerotoons
TD17 Scanners Horror Demo X Rated
TD18 Scanners Horror Demo X Rated
TD19 Popeye Meets Beach Boys
TD20 Bloodsport Demo
TD21 Nightmare On Elm Street
TD22 Creepshow 1
TD23 Total Destruction
TD24 Alpha Flight Demo
TD25 Anti Lemmigs
TD26 Enterprise Leaving Dock
TD27 Crionics Mega Demo
TD28 Fractal Flight
TD29 Silents Scroller
TD30 Utopia Cartoon Slides
TD31 Bunsen Burner
TD32 The Link Mega Demo
TD33 Ghost Pool
TD34 Scoopex Seven Sins
TD35 Disney Slideshow
TD36 Sleeping Bag Demo
TD37 System S Demo
TD38 Share & Enjoy 46
TD39 Thames TV Demo

GAMES
TG01 Missile Command
TG02 Pontoon
TG03 Jeopardy - Version of Risk
TG04 Star Trek - The Game - Disk 1 of 2
TG05 Star Trek - The Game - Disk 2 of 2
TG06 PD Games - Disk 1
TG07 Tetris
TG08 Packman 81
TG09 Monopoly
TG10 Games Glore
TG11 Games Glore Inc: Chess, Daleks & Tron.
TG12 PD Games - Disk 2
TG13 Flaschbier
TG14 Video Tennis
TG15 Holy Grail
TG16 PD Games (Disk 3)
TG17 Amiopoly
TG18 Tennis
TG19 Diplomacy
TG20 Twintris
TG21 Drip
TG22 Popeye
TG23 Eat Mine
TG24 Return To Earth
TG25 Hack
TG26 Pseudo Cop
TG27 CC Games Disk 7
TG28 Mega Games Pack
TG29 Blizzard
TG30 Wheel of Fortune

UTILITIES
TU01 Ultimate Virus Killer
TU02 Mega Utility Disk
TU03 Amibase
TU04 Q Base. Spreadsheet
TU05 Journal
TU06 Text Plus
TU07 CLI Tutor
TU08 Spreadsheet
TU09 Spectrum Emulator
TU10 A64 Emulator
TU11 Crunchers & Virus Killers 2
TU12 Games Music Creator
TU13 Insanity Tools 01
TU14 D Copy
TU15 Fredfish 340
TU16 Speedbench
TU17 P Copy V3
TU18 C Light
TU19 Jazzbench
TU20 Label Designer
TU21 Biorthms
TU22 North C V1.2
TU23 M Cad
TU24 Hackers and Hacking
TU25 Darkstar 2
TU26 Darkstar 3
TU27 Darkstar 4
TU28 Sid V1.6
TU29 ST Emulator
TU30 TSB Vector, Designer V1.1
TU31 PE Utils V.5
TU32 T Bag 43
TU33 Sidney & Friends
TU34 ESA Utilities
TU35 A68K Assembler
TU36 XLS Disk 1U037
The Magician Utils
TU38 Red Devils Utilities 4
TU39 Running Man Update
TU40 Pendle Europa Utilities
TU41 ICPUG Printer Utilities
TU42 System Checker
TU43 Tetra Copier
TU44 Redsector Demo Maker
TU45 Red Devil
TU46 Cryptic Utils
TU47 Label Maker
TU48 Cad V
TU49 Clip Art
TU50 Anti Virus
TU51 The Dope Intro Maker
TU52 Intro Maker
TU53 Visicalc Spreadsheet
TU54 U Edit Word Processor

MUSIC
TM01 Debbie Gibson. Electric Youth Disk 1
TM02 Debbie Gibson. Electric Youth Disk 2
TM03 Madonna - Hanky Panky
TM04 Pet Shop Boys - Always On My Mind
TM05 Jean M. Jarre - Docklands
TM06 Music Invasion 11
TM07 Betty Boo 1
TM08 Betty Boo 2
TM09 Vogue & Justify My Love

85p per Disk for 3 or more
95p EACH per Single orders
All including postage & packing.
Despatched within 24 hours.

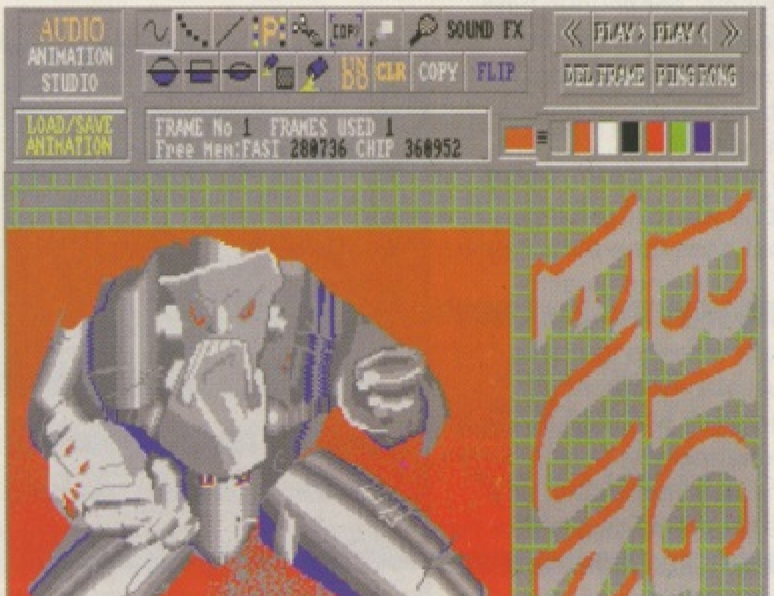
FREE catalogue with every order.
No minimum order. VIRUS FREE.
If you can not see the Disk you are looking for send us details and we will get it for you for no extra charge.

Make Cheques & Postal Orders Payable To: TTPD

PD UTILITIES

THE BEST NEW RELEASES • THE BEST NEW RELEASES •

PD fan, Mat Broomfield, casts a critical eye over this month's best new utilities...



AUDIO ANIMATION STUDIO

As its name indicates, this program allows you to create animations which incorporate sound effects.

There's a sixteen-colour palette on offer together with a basic selection of drawing tools, including freehand, magnify, cut, paste and circle. There's also a video-style control panel which lets you play and select various frames for editing.

Once you've completed your first frame, you'll be able to take advantage of the onion skin feature which lets you see the previous frame whilst you work on a new one. This is particularly useful as it allows you to quickly calculate the changes needed to create a smooth animation.

Having defined an animation, you can then load a sound effect and assign it to be played when a specific frame is displayed. The end results can then be saved as a stand-alone program.

17 Bit Software, Disk #1597, ★★★

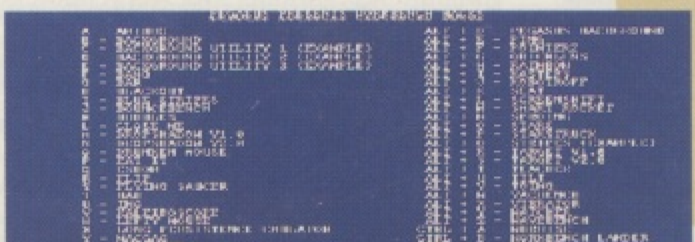
WORKBENCH HACKS

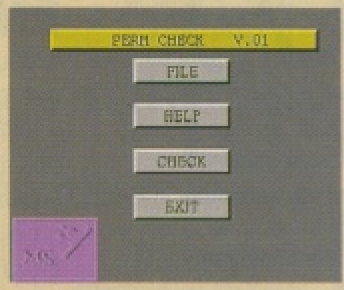
Workbench hacks alter the way your Workbench functions. For instance, one of these short little programs will make the Workbench screen melt away pixel by pixel, can turn the pointer into a vacuum that sucks up any icons it comes near, or fill the screen with bubbles. Most are completely useless, although there are some that perform semi-useful functions. Pegasus have bundled many of the best Workbench hacks, with 58 of the blighters on one disk!

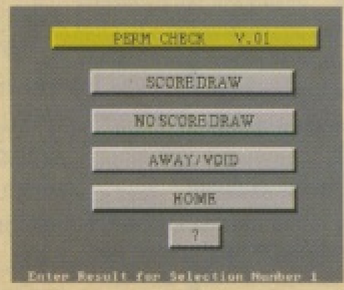
Stars, one of the more useful effects, places a scrolling star field at the back of the current Workbench or CLI window. Apart from being attractive, it also stops your TV or monitor from suffering phosphor burn, which is caused when stationary images which have been left onscreen for a while leave an impression on the front of the tube.

Another interesting hack is *Target*, which turns your pointer into a telescopic sight. Each time you click the mouse, a gunshot is heard – silly, but amusing. *Drunken Mouse* is one of the funnier hacks, and causes your pointer to meander around the screen as if it's had one too many and *Rocket* creates a missile that homes in on your cursor.

17 Bit Software, Disk #1570, ★★★★







PERM CHECK

It's Saturday night, the telly's on and Elton Welsby is droning on announcing the afternoon footy results. Up and down the country, little old grannies are checking their pool coupons hoping they'll be able to enjoy their twilight years raving it up on the QE2 as they sail around the world in the arms of some handsome male adonis forty years their junior. At the same time, in their squalid London bedsits, CU's bunch of talented hacks are hanging on to Elton's every word as they mark their coupons on their way to a large cheque and a snog from Catherine Zeta-Jones at the presentation ceremony.

If, like us, the footy pools play an important part in your dreams of becoming a millionaire, this useful utility is a must. Using match data that you specify, it automatically calculates all winning lines. It's ideally suited for people who do the pools as members of a syndicate because it checks a lot of permutations very quickly.

Before using the program, a text file has to be created containing your plans. This will then be used for assessing the points gained by score draws, etc.

The program's been written using *AMOS*, but is very slickly presented. It's inevitably going to take a long time to enter the initial match data, but once that's done, this program should save you quite a lot of time.

Strictly PD, Disk #U316, ★★★

PD UTILITIES

PLAY'N'RAVE

If you write music using *Noisetracker*, *Soundtracker* or *Protracker*, this program allows the user to produce your first digital album!

Play'N'Rave enables you to link up to ninety modules together to create a single, continuous tune lasting more than two hours. The modules can be spread across any number of disks, or can be stored on hard disk.

Whilst one module is playing, the next one will load, so to ensure that each tune flows smoothly into the next, each module needs to play for at least as long as it takes to load the next. You'll also need enough memory to store two modules in RAM simultaneously.

There's very little else to say about this program: it's professionally written and presented, and it works well.

Virus Free, Play'N'Rave Prog, ★★★

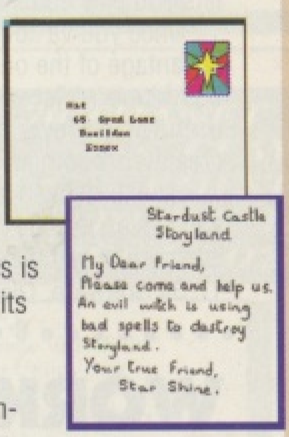


STORY LAND 2

Aimed at children aged between four and eight, *Story Land 2* offers an interactive fairy story. At the beginning of the program, the child is asked to enter their name and address and, throughout the game, these details are used to personalise the story.

The fairytale is told by means of colourful pictures and short sentences describing each one. Much of the child's response is restricted to clicking the mouse on certain objects, although the occasional 'magic word' has to be typed in.

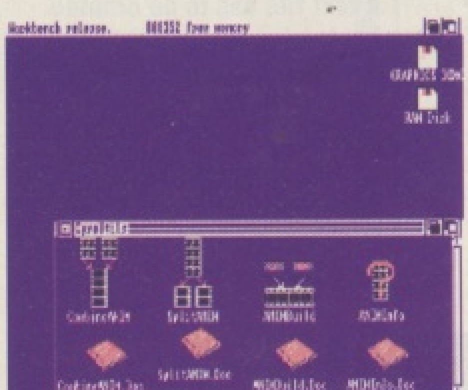




The story is engaging, although there's a definite animal rights undertone to the proceedings. This is hardly surprising as the author declares that all profits from the game will be sent to the Anti-Vivisection League.

Story Land 2 is a really excellent program of commercial quality. It gently develops logical thinking by prompting the child to relate actions with effects. It also helps with basic keyboard and reading skills, although I wonder if some of the words are too complicated for the age group that the disk is aimed at. Strictly PD, Disk #G356, ★★★★★

VIDEO AND ANIMATION UTILITIES



This disk forms the ideal accompaniment to the *Audio Animation Studio* (also reviewed this issue), as it contains a selection of invaluable animation utilities.

The most useful of these are grouped under the heading 'Cyro Utils', and are connected with the creation of animations. *Combine Anim* joins two separate anim. files together to make a single larger animation which can be edited in *D-Paint III* or *IV*. *Split Anim* performs the opposite function, breaking large animations into smaller parts. *Anim Build* lets you take ordinary IFF screens and chain them together to create an animation. *Anim Info* can be used to find out the size, name, number of frames and resolution of any animation.

Also included on the disk is *RTap*, an animation replay utility, *Quick Flix*, an IFF screen viewer and cel animator, and *Video Librarian*, a handy video cataloguing utility.

PD-Soft, Disk V517

IMAGE UTILITIES

Anyone who's serious about graphics and video will want this great utility disk.

Showfont40 **is a neat little program to display all the characters of any selected font. It's a far quicker and easier way of viewing a typeface than loading it into *D-Paint* or *Notepad*, and it occupies much less memory.**

Next up, *Image Lab* is an excellent image-processing program which can perform a number of useful transformations to your graphics, and gives the user a number of professional options previously found in commercial products, such as *Pixmate*, only.

Also included on the disk is one of the first PD implementations of *JPEG*, the screen compression system that's taking the graphics world by storm. It's best suited to 'real-world' pictures as opposed to cartoons, and can achieve compression rates of over 30 to one. A must-have for the graphics enthusiast.

PD Soft, Disk #V518, ★★★★

ADDRESS BOOK

PD-Soft, 1 Bryant Avenue, Southend-on-Sea, Essex, SS1 2YD.

Seventeen Bit, PO Box 97, Wakefield, WF1 1XX.

Strictly PD, 11 York Place, Nr Brandon Hill, Hotwells, Bristol, BS1 5UT.

Virus Free, 31a Farringdon Road, Swindon, Wiltshire, SN1 5AR.

BATTLEAXE P.D.

SPECIALISTS IN AMIGA PUBLIC DOMAIN AND SHAREWARE

FISH 1-550
DEJA VU 1-57
T-BAG 1-58
REVIEWED
THIS MONTH

ALL ORDERS DISPATCHED 1st CLASS, SAME DAY ON BRANDED GUARANTEED DISKS

UGA'S, Amiga Introduction Package

Ideal for beginners, and very usefull for others. Get everything that a new-comer to the AMIGA needs in one package. Copiers, Crunchers, Text Editors and lots more to get you off to a great START.

£5

GAMES

847 AIR RAID ....NEW!
848 JET MEN ....NEW!
900 POPEYE ....(LCD GAME)
901 SEVEN TILES ....SPEEDBALL?
902 MASTER OF THE TOWN .....(1 MEG)
903 SCUM HATERS
904 DRIP ....(FAMOUS)
905 TENNIS ....(1 MEG) INC SPEECH
906 FRANTIC FREDDY
907 PSEUDO COP ....(ED 209)
908 STARTREK ....(2 DISKS)
909 TANX ....(ADDICTIVE)
910 CHESS
911 LLAMATRON
912 MONOPOLY ....(THE BOARD GAME)
913 WHEEL OF FORTUNE
914 JEOPARD, RISK TYPE OF GAME
915 MISSILE COMMAND
916 AMEOBA INVADERS
917 ROLLERPEDE, INVADERS
918 AIRMANIA, A CHANCE TO WIN AN AROUND THE WORLD FLIGHT ...... WITH THIS
919 ZEUS
920 HOLLYWOOD TRIVIA
921 FLASHBIER, NEAT 200 LEVELS
922 H-BALL, ARKANOID CLONE
923 SUPER TWINTRIS, BEST

NEW AMIGA FANTASY PUBLIC DOMAIN £1.50 PER DISK.

AF MAXI MUSIC 1:
Great Music, Something worth listening to.

AF DEMO'S 1:
The very best from the demo secne, includes RSI, Coma, Confusion, Motion and many more of the latest demo's.

D-Paint Tutorial:
By A German Artist, A great tutorial showing you how to produce great Logo's and Fonts using Deluxe Paint 111, or IV. Great Value. You'll be an artist in no time!!

AM/FM

AMIGA MUSICIANS/FREEWARE MAGZZINE IS A RECENTLY STARTED DISK MAG FOR AMIGA USERS WHO ARE MUSICALLY INTERESTED. IT COVERS ALL ASPECTS OF USING THE AMIGA FOR SOUND AND MUSIC PRODUCTION, BRING NEWS, REVIEWS, GOSSIP, TUTORIALS AS WELL AS 3-4 SELECTED AMIGA ONLY SONGS, 3-4 MIDI SONGS AND 2-5 SELECTED SOUND/MUSIC UTILITIES IN EACH ISSUE. CREATED BY SOME 20 PROFESSIONAL MUSICIANS INCLUDING BJORN LYNNE AND TEIJO KINNUNEN...

£2.50

MUSIC PACK

MED
THE GREATEST MUSIC MAKER
+ 4 DISKS
FULL OF INSTRUMENTS, BEATS etc...
TO GET YOUR REMIXES GOING!!
£6

CATALOGUE

INFO ON ALL OUR DISKS
FREE SOFTWARE ON THIS DISK
CHANCE TO WIN MIDI & KEYBOARD AND 2 x 0.5 MEG UPGRADES
£1
FREE WITH ORDERS OVER 10 DISKS

856 PRINTER DRIVERS.......... CAN'T GET THAT DARN PRINTER TO WORK????..........HELP
812 WINDOWSBENCH .. 2 disks.. YOU'VE HEARD OF WINDOWS ON THE P.C, NOW ON AMIGA
797 TYPING TUTOR.........MEASURES TYPING SPEED AND ADJUSTS LEVEL OF DIFFICULTY
799 CLERK.......................... FANTASTIC ACCOUNTS PROGRAM FOR BUSINESS OR HOME
839 DESKTOP PUBLISHER ..... MAKE LEAFLETS etc......WITH GRAPHICS + TEXT......GOOD
857 SUPER-KILLERS ....KILLS...PLUS 171 MORE VIRUS'S
840 TEXT PLUS V3.0C..... WORD-PRO..... MENU DRIVEN .....AREXX SUPPORT..... THE BEST
808 P.C. EMULATOR ....RUN P.C. SOFTWARE ....IT WORKS....... COMES WITH C.G.A. GFX
807 A64 EMULATOR ....PUT YOUR AMIGA BACK IN TIME
806 SPECTRUM EMULATOR & UTILS......EVEN COMES WITH A GAME .....SPECTRUM FANS
828 ST EMULATOR ....RUNS ATARI ST SOFTWARE ....IT WORKS AS WELL
810 PASCAL COMPILOR....................IF YOU ARE UP THERE WITH THE BIG BOYS GET THIS
710 AMIBASE....POWERFUL EASY TO USE DATABASE WITH 4 MATHEMATICAL FUNCTIONS
858 JR-COMM 1.02 .... THE LATEST VERSION OF THIS COMMS PROGRAM..........GOOD
784 C.MANUAL.V2 .... 4 DISKS .... ALL YOU NEED TO LEARN 'C' CONFIDENTLY
704 NORTH 'C'..............UNPACKS ONTO 2 DISKS..............COMPLETE 'C' ENVIRONMENT
686 T.V. GRAPHICS .... 2 DISK BACKGROUNDS & FONTS FOR VIDEO ENTHUSIASTS ETC
684 VIDEO APPLICATIONS.............. 2 DISK VIDEO UTILITIES TO ACCOMPANY TV GRAPHS
731 SMOVIE.............................. AMAZING TITLE AND TEXT SCROLLER FOR VIDEO ETC
859 SOMETHING FOR NOTHING ....2 DISKS....... VIDEO UTILITIES + FONTS....... SERIOUS
860 N-COMM.V1.92 ....THE LATEST VERSION OF THIS GREAT COMMS PROGRAM
676 SID.V1.06 ....THE LATEST!!..................... CLI IS A BLAST WITH THIS ONE
688 DISK SALV.................................MUCH MUCH BETTER THAN DISKDOCTOR ON W.B
681 BATTLEAXE ICON STUDIO ..... THE TOP ICON MAKERS AND EDITOR WITH SOME ICONS
682 PRINTER DRIVER GENERATOR.................. YOU WANT A PRINTER YOU NEED A DRIVER
677 M.V.K.2.1 ....THE LATEST MASTER VIRUS KILLER AND THE BEST
683 D.K.B. TRACE ....EXCELLENT RAY TRACE PROGRAM
716 MED:V3.00 .... THE BEST MUSIC CREATOR RAVED ABOUT
711 LEARN & PLAY ....2 DISK, GOOD YOUNGER TUTOR
700 CLIP ART A,B,C,D,E .... 5 DISKS,.....................BEST IFF PICS FOR DTP ETC
702 .... KEFRENS MAGIC POWERMENU & FONT DESIGNERS ....EXCELLENT KIT
650 QUICKBASE, LABELPRINT, VIDEO-LIBRARY, JMENU ....1 DISK...........GOOD VALUE
703 GRAPHIC UTILITIES..................................TOTALLY PACKED WITH GRAPHIC STUFF
781/2 DYNAMITE FONTS 1 & 2................. 2 DISKS FULL OF FONTS TO USE IN DPAINT etc
763 RED SECTOR DEMO MAKER.1MEG...... THE BEST...... USE BOBS, VECTORS AND MORE
764 T.S.B-VECTOR DESIGNER ... EXCELLENT FOR DEMO MAKERS WORKS WITH THE ABOVE
761 MEGA UTILS .... 50+ YES OVER 50 USEFUL UTILITIES
725 ANTIFLICKER.................................STOPS SCREEN FLICKER IN INTERLACE MODE
787 HARD DRIVE UTILS...........INCLUDES MR. BACKUP AMONG OTHERS IS GOOD CHANGE

BUSINESS PACK

WORDPROCESSORS
SPELL CHECKERS
DATABASE
SPREADSHEETS
ACCOUNTS & MORE
£6

EDUCATION PACK

ABSOLUTELY FULL OF GREAT TUTOR PROGRAMS, INCLUDES: FRENCH, GERMAN, SPANISH, GEOGRAPHY, MATHS & MUCH, MUCH MORE.
LET YOUR AMIGA BE YOUR TEACHER
£6

GAMES PACK

THE BEST HAVE BEEN PUT TOGETHER INC... DRIP, TANX, AMIGOIDS, SUPER TWINTRIS, H-BALL, MONOPOLY, BACKGAMMON, FRANTIC FREDDY, CAVE RUNNER, TRACK RECORD, AIR ACE II, YACHTZEE, ROLLERPEDE, CHESS + MANY, MANY MORE GREAT P.D. TITLES...!!!!WICKED!!!! £6

DEJA VU

PROFESSIONAL SOFTWARE
£3.50 PER TITLE. WE PAY THE ROYALTIES ALL COME SUPPLIED WITH OFFICIAL LABEL AND ON A BRANDED DISK!!

LPD 4 THINGMAJIG – Great Jigsaw Style Game for Kids
LPD 5 JUNGLE BUNGLE – Icon Driven Adventure Game
LPD 6 PUKADO & Sprites – Great Game + 600 Brill Sprites
LPD 7 FOUR WAY LYNX – 22 Levels, Full of PUZZLES???
LPD11 Go Getter – Good Board Game
LPD12 HYPNOTIC LANDS – Catch Them Balls, Coming from Lanes
LPD16 REVERSI II – NEW IMPROVED
LPD17 DOGFIGHT II ShootUmUp, 8 Player Game Feature...
LPD19 X-IT-50 – Shoot-em-up!!!
LPD21 QUINGO – Brilliant Pub Quiz
LPD24 Shining Way of Kung-Fu – 2 Disks, Very Good, 5.50
LPD25 THE MISSION – A Great Text Adventure.............................Very Good
LPD26 C.Y.A.D. – BOULDERDASH Type Game, Addictive & Brill..................1mg
LPD39 MAGIC FOREST II – Brilliant Commercial Quality Game...
LPD41 RESCUE – Reviewed in this Month's Magazine................Very Neat
LPD43 LAZERZONE – A Very Nice Shoot-em-up Game............. Very Good
LPD44 FORMULA ONE CHALLENGE – NEW Highly Addictive, Good...........1mg
LPD47 DIRTY CASH – NEW! The best Fruit Machine Sim I've Seen
!!!!REVIEWED LAST MONTH!!!!

EXTRAS

UPGRADES
UPGRADE TO 2-MEGS
GUARANTEED WITH FREE 2 MEG DEMO
£79.95

DISKS
BRAND NAMED DATAPULSE
BOXED IN 10's, LIFETIME GUARANTEE
£6 per 10

LC-10 RIBBONS, BLACK
£2.30

AMIGA CARE PACK
DUST COVER, MOUSE MAT
DISK HEAD CLEANING KIT
£5.99

NEWSFLASH

WE ARE THE OFFICIAL DISTRIBUTORS OF NEWSFLASH, EUROPE'S BIGGEST AND BEST DISK BASED MAGAZINE... 2 DISKS FULL OF REVIEWS, UTILITIES, GRAPHICS & MUSIC
THE BIZZ!!
£4.99 per issue

DISKS £1.25 EACH
DEJA VU £3.50 EACH
NEWSFLASH £4.99 issue

POSTAGE
ALL ORDERS
50p SAME DAY DISPATCH UK
£1.50 EUROPE £3.00 REST OF WORLD

CHEQUES & P.O's TO:

BATTLEAXE P.D. (CU)
125 KINGSWOOD, THORPE MARRIOTT
NORWICH NR8 6UW, NORFOLK
TEL: 0603 261060

VIRUS FREE PD Ltd.

(Dept CU) 31 Faringdon Rd, Swindon,
Wiltshire SN1 5AR.
Tel: 0793 512321/512073
Fax: 0793 512075

Access

Amiga Public Domain

VISA

UTILITIES

1208 DATABASE WIZARD. Great easy to use Data base.
+1694 VIDEO CAT ETC. Superb Home video Database
-1772 A64 EMULATOR. Run your C64 software with Amiga.
-1773 CROSS WORD CREATOR. Make your own crosswords.
-1775 PACMAN COPIER. Play Pacman whilst copying a disk.
-1873 SPECCY EMULATOR V1.2. For any 48K Speccy stuff.
-1891 RSI MENU MAKER. Great menu creator.
-1898 ULTIMATE TRACKER COLLECTION. Loads of Trackers.
+1926 RSI DEMO MAKER HELP & OBJECT. Intruder is.
-1956 PERSONAL ADDRESS BOOK. Store friends information.
+1975 ROAD ROUTE. A USA road route program.
+1991 ESSENTIAL UTILITIES III. Totally brilliant collection
+1999 AMIGA FOX DTP. Excellent Desk Top Publishing Title.
+2000 3z DATABASE. Powerful and easy to use Data base.
-2001 PC EM. Great PC emulator software.
-2012 VECTOR BALLS EDITOR FOR RSI. Create your own objects.
-2014 RSI DEMO MAKER DELUXE. New data included.
+2037 ASSASINS MEGA BOOT. Huge collection of boot Makers.
-2043 TEXT PLUS V3. Great word processor.
-2044 PUMA TRACKER V0.99. Neat Sound-Tracker clone.
+2046 DIGITAL ADDRESS BOOK. Very useful title.
+2050 WINDOWS BENCH V1.0. New replacement workbench.
-2054 LABEL BASE V3.0. Neat label printer.
+2056 LAND BUILDER V3.2. Create swift looking scenery.
-2057 IMPLODER V4.00 ETC. Fantastic file cruncher.
+2058 RSI FONTS EDITOR. Create your own fonts for RSI.
+2082 MESSY-SID 2. Transfers PC files to the Amiga.
+2088 THE ESSENTIAL POWER-PACKER. All relative PP files.
+2096 PERSONAL ORGANIZER. Great Filo Fax utility.
+2138 CLERK. Home Accounts.
+2146 HEFTY FONTS 1. Great collection of Fonts.
+2147 UNLOCK AMOS. Will unlock AMOS Procedures.
+2148 MR BACK-UP V5.02A. Backs up your Hard disk in mins.
+2150 TAPE COVER. Create snazzy looking tape inlays.
+2152 DATA EASY 1.3. Easy to use Data base. Great stuff.
+2153 PIC BASE. Store your picture collection on this great util.
+2154 LCD CALC. Full feature calculator.
+2157 FREECOPY V1.4. Removes the protection from games.
-2158 PROFESSIONAL D-COPY 3. Mega Powerful Disk copier.
+2171 TEXT ENGINE 3. Propably the best Word Processor.
+2175 UNI COPY. Great disk back up util.
+2176 AMIGA PLUS UTILS. Utilities specially for the A500+.
-2178 PETE'S UTILITY MIX. Neat collection of stuff.
-2179 EASY PRINT 2. Great software for your printer.
-2245 RSI VECTOR EDITOR. For use with RSI Demo Maker.
-2246 INSANITY TOOLS. Superb selection of utilities.
+2281 PRINTER UTILS. Useful stuff.
+2306 MED V3.2. Latest version, Brill sequencer.
-2300 RED SECTOR DEMO MAKER V2.0.

GAMES

1179 CHESS. Superb Chess game.
+1520 SHAPES. Fit that in there and wow.
+1529 ENSIGNA MAYHEM. Luner lander!
+1538 TANX GAME. Bloody brilliant.
-1642 DOWN HILL CHALLENGE. Skiing fun.
+1643 GALACTIC FOOD FIGHT. Oh my god.
+1644 THE SIMPSONS. Take Bart on a journey.
+1647 RETALIATOR + PACMAN. A classic.
+1648 AMIGOIDS. Asteroids at it's best.
-1709 NIBBY NIBBLE & MISSILE COMMAND
+1760 POM POM. Great Beach Head Clone
+1771 SYSTEM 4. Superb Q-Bert Clone.
+1774 ATIC ATAC. Amiga version of a classic.
+1777 MENTAL IMAGE GAMES. Great.
-1778 BATTLE PONG. 2 Player Action.
-1780 BATTLE FORCE. Strategic simulator.
-1856 BUGGY COMMAND. Superb Atari Coin Op.
+1919 D-TRIS. Excellent Tetris game for 2 players.
-1981 JUMPY. Neat platform game with cute GFX.
-1993 QUICK & SILVA. Amazing quality platform game.
+1994 SEA-LANCE. Excellent Submarine sim.
+1997 MISSION X (RAID 2). Brilliant Shoot'em up.
+1998 ARCADE CLASSICS. Inc Space Invaders.
+2002 LLAMATRON. Weird Jeff Minter game.
+2005 GAME CHEATS & POKES. Lots of em.
+2030 NU THE SHOOT'EM'UP. Amazing!!!
-2031 LAZER ZONE. 2 Player shoot'em up.
-2032 GROTHER. Excellent but weird game.
-2033 CHINESE CHECKERS. Classic board game.
-2034 NO ONES MINES 5. Dig dug.
-2042 DESTINATION MOONBASE. Luner lander.
+2055 CARD GAMES. Large collection of em.
+2097 TRIPLE YACHTZ. Top mover.
+2073 SOLITAIRE. Strategy.
+2047 IMPERIUM. Role play game.
+2075 LORD OF HOSTS. Great fun.
-2080 SUPER SKODA CHALLENGE.
+2081 F-14 TOMCAT. Great shoot'em up fun.
+2083 BATTLE CARS. Neat battle game.
+2089 F.X.I. Excellent Tron clone.
+2091 AMAZING GAMES 1. Great Collection.
+2092 AMAZING GAMES 2. Wicked.
+2101 GO LOOLEY. Neat Kiddies Shoot'em up.
-2102 EXCALABUR. Excellent Shoot'em up.
+2161 GAMES GALORE 8. Brilliant selection.
+2162 GAMES GALORE 9. Latest & Greatest.
+2164 WARFARE SIM.
+2165 DOODY. Excellent Platform game.
+2166 CRIBBAGE. Card game.
+2169 RUMMY. Card game.
+2172 CRAZY SUE. Totally brilliant Platform game.
+2240 SKY FLYER. Latest & Greatest Shoot'em up.

LOCKABLE DISK BOXES	
40 Capacity	£5.99
80 Capacity	£6.99
100 Capacity	£7.99

BITS & BOBS	
A500 Dust Cover	£2.50
Mouse Mat	£2.50
External Drive	£59.95
Amiga Mouse	£16.99
10 Blank disks	£5.90

AMIGA *Blast* OUT NOW ..Only £3.99

A fantastic audio cassette containing 90 minutes of brilliant Amiga music by the best musicians around, Including Red Sector, Scoopex, Budbrain and more...

Red Sector Demo Maker disks PD

1202 RSI DEMO MAKER. Not to be missed.
1231-2 RSI MEGA MUSIC. Great music.
2014 RSI FONT EDITOR. Create your own great fonts.
2012 RSI VECTOR BALL EDITOR. Make your own vectors.
1700 TSB VECTOR EDITOR. Create 3D filled vectors.
1828 RSI HELP TEMPLATE DISK. Includes help.
1715 RSI EXTRA'S 1. More fonts and bobs.
1970 RSI EXTRA'S 2. Another good selection.
2300 RSI DEMO MAKER V2.0. Latest version.
2245 RSI VECTOR EDITOR. Produce vectors with ease

Red Sector Demo Maker V2.0

Just released the latest version of the most powerful Demo creator available, and now it's even more powerfull. New features include: full screen logo's, Exploding fonts, fully Gen-lock compatible, and loads more.. PD

Ask for our Great catalogue disk now, it includes details of over 2000 disks. It's given free with orders, or available separatly for only £1.00.

ORDERING DETAILS

Orders can be placed either through the post, with payment being made by Cheque, Postal Order, or Credit Card. Payable to VIRUS FREE PD
You can also Phone or fax your order to us, giving your credit card details etc.
Our Phone lines are open 9.30am-5.30pm
Monday to Saturday. No Answer Phone.
Most orders are despatched within 24 hours, by first class post.
Postage is included on all UK orders. Oversea's orders please add 25p per title ordered.

PD PRICES PER DISK

1 Single Disk	£3.00	2-5 PD Disks.	£2.00
6-10 PD Disks	£1.75	11-20 PD Disks	£1.50
21-99 PD Disks	£1.25	100+PD Disks	£1.00

Deja Vu Software	£3.50
BAD BOYZ Licenceware	£3.00
FISH Disks	£1.00
Power Games	£2.99
JNK Disks	69p ea.ch
Postage in UK	FR.EE

+ =A500+ Compatible, -= Not A500+ Compatible. A note to all A500+ owners, some disks contain more than one program, and on a large compilation on compilation not all programs are guaranteed to be compatible.

DEMO'S

1171 MESIMARIZED. Excellent GFX effects.
1185 THUNDER CHILD II. Great music.
1201 FIVE WAYS TO KILL A MOLE 2. Sick.
-1509 COMA DEMO COMP. Neat music.
+1510 SICKNESS SIMULATOR. Sick or what.
-1521 THE SIMPSONS SLIDES. Great Pix.
+1535 HEAVY DEATH DEMO. Superb.
+1571 SURFIN NICARAGUA III. Wicked music.
-1589 R.A.F. RETURNS
+1622 PLASMUTEX Totally amazing.
-1667 AARON GETS NUKED. Sick animation.
+1670 NECROPOLIS MEGA DEMO.
+1671 DREAM DEALERS MEGA DEMO II.
+1682 TEXAS CHAINSAW MASICARE.
-1701-8 MAXIMUM OVERDRIVE.
+1712 SINKING DEMAND
-1714 SPASMOLYTIC. Amazing stuff.
+1720 PHENOMENA ENIGMA.
-1750 SLIENTS 'ICE'. Not to be missed.
-1763 ANARCHY 'INSPIRATION IS NONE'.
-1776 VOICES OF DEATH.
-1909-0 WRESTLE MANIA VII.
+1920 ANDROMODA-DECAYING PARADISE.
-1937 DIGITAL INNOVATIONS
-1962-8 PINK FLOYD THE WALL. 6 disks.
-2024 CRYSTAL SYMPHONIES. The best.
+2025 PIXELED PLEASURES
+2026 ABSENCE VIOLATION
+2027 HIRIZONS SLEEPING BAG DEMO.
+2028 IT'S MENTAL ANIMS
+2029 MARS FLIGHT 1 MEG.
+2047 RAPSODY IN BLUE.
+2064 MAGICIAN 2. Great ray-traced anim.
-2090 ALTERED PERCEPTIONS.
+2196 UNKNOWN TERRITORY.
-2222 SILENTS "FRANCE"
+2239 QUASAR "242" MUSIC DEMO.
-2269 KEFRENS GUARDIAN
-2282 QUARTZ MEGA DEMO
+2285 TERMINATOR 23 MEGADEMO
+2286-9 AT THE MOVIES 2. Funny Swartz.
+2290-1 HARD WIRE. Totally brilliant.
-2295-9 ALCATRAZ ODYSSEY. Over 40 mins.

LATEST

+2125 DKB TRACE 2 DISKS. Great Raytracer.
+2157 FREE COPY V1.4. Removes protection.
-2158 PROFESSION. Brill AL D-COPY 3 powerful.
+2161 GAMES GALORE 8. Wicked games.
+2162 GAMES GALORE 9. The latest & greatest.
+2163 ETHOS "TRAVEL GAME". Superb roller
+2170 ANIMATION STUDIO. Excellent package.
+2171 TEXT ENGINE 3. The best WP available.
-2172 CRAZY SUE. Amazing PD platform game.
-2179 EASY PRINT. Excellent Print utils.
+2226 DATA BASES 2. Includes Bbase II.
-2229 ALIEN BREED ANIMATION 1.5 MEG.
-2231 ATLANTIS SLIDES. Amazing H-drawn Pix.
+2240 SKY FLYER. Terrific Shoot'em up.
+2244 SAMURIA PIZZA CATS. Digi music.
-2245 RSI VECTOR EDITOR. For RSI DemoMaker.
+2250 AIR MANIA. Excellent quality game.
+2262 GAMES THAT MAKE YOU GO HMMM.
+2271 A-GENE FAMILY TREE.
+2273 AKIRA PICTURES. From the film.
-2279 ATF AGILITY. Another Swartz anim.
-2280 MUTLY ANIM. Cutey.
+2281 ASSASSINS PRINTER UTILS. Brill.
+2284 ICON CLIP-ART. Weird stuff.
-2300 RSI DEMO MAKER V2.0.
+2302 D-COPY 2. Powerful copier.
+2303 KIDS PAINT. Great Art Package.
-2305 RAD BENCH 1.4. Great WB replacement.
+2306 MED V3.2. Latest & Greatest version.

* JNK DISKS

JNK022 ALF MIX. Great ALF mix.
JNK023 ALF MIX 2. Funny stuff .
JNK027 NOW 1. A collection of music.
JNK028 NOW 2.
JNK029 NOW 3.
JNK034 RANDOM ACCESS MUSIC.
JNK053 DIGITAL MUSIC. Sampled.
JNK069 ROBOT SONG. Great.
JNK073 JCS MEGADEMO.
JNK083 MASH MIX 1. Demo collection.
JNK084 MASH MIX 2.
JNK101 SOUND ATAX. Excellent.
JNK105 ANTI VIRUS PAK 2.
JNK116 LARN. RPG.
JNK130 INTRODUCTION DISK.
JNK143 THE NIB. Great copier.
JNK145 BATMIX. Excellent.
JNK002 DESTINATION DOCKLANDS.
JNK009 UNICYCLE ANIMATION.
JNK011 KAREN'S COLLECTION.
JNK017 VARIOUS DEMO'S.
JNK025 DOC MUSIC DEMO.
JNK001 LIGHTNING CYCLE.
JNK999 LONDON BEAT MIX .
JNK222 LENNY HENRY.
JNK843 UEDIT. Great text ed.
JNK447 DIGITAL CONCERT 2.
JNK010 MASH BOOTER DISK.

* JNK disks are duplicated onto re-cycled disks. Minimum orderof 5 disks.

TOP MOVERS

-1873 SPECCY EMULATOR 1.2
+1996 TEXT ENGINE 2.1
-1772 A64 PACKAGE
1991 ESSENTIAL UTILITIES 3
+2000 3z DATABASE
-1993 QUICK & SILVA
+2055 CARD GAMES
2172 CRAZY SUE
2306 MED V8.2
2300 RED SECTOR DEMO MAKER V2.0
2290-1 HARD WIRED
2295-9 ALCATRAZ ODYSSEY

DEJA VU SOFTWARE

+LPD1 COLOURING BOOK Superb Ed Tile
+LPD2 ARC ANGELS MATHS Great
+LPD3 GALLEONS 1 MEG Follow up to Dogfight
+LPD4 THINGAMAJIG 1 MEG
+LPD5 JUNGLE BUNGLE 1 MEG Superb Ed file
+LPD6 PUKADU & SPRITES 600 Great puzzles
+LPD7 4 WAY LYNX 1 MEG Addictive
+LPD8 WORK & PLAY 1 MEG Super Ed Title
+LPD9 AMOS ASSEMBLER Requires AMOS
+LPD10 THE WORD FACTORY for ages 8 - 11
+LPD11 GO-GETTER 1 MEG
+LPD12 HYPNOTIC LANDS
+LPD13 JIGMANIA 1 MEG
+LPD14 PLAY IT SAFE Teaches Kids safety
+LPD15 ARC ANGEL'S SHAPES like fuzzy felt
+LPD16 REVERSI 11 Great fun
+LPD17 DOGFIGHT 11 up to 8 players
+LPD18 TOUCHSTONES
+LPD19 X - IT - 50
+LPD20 WORDY Great word processor
+LPD21 QUINGO
+LPD22 10/200 FONTS
+LPD23 ESP Mind game
+LPD24 SHINING WAY OF KUNG FU 5.50
+LPD25 THE MISSION Great fun
+LPD26 CYAD
+LPD27 FLOWER POWER
+LPD28 BUDDBASE Fantastic DBASE
+LPD29 BIG TOP FUN Great for kids
+LPD30 SHYMER
+LPD31 AMOS CLI PRINTER
+LPD32 HARD DRIVE MENU SYSTEM
+LPD33 ADVENTURE TOOL KIT Brilliant
+LPD34 INVOICE PRINTER Simple
+LPD35 T-TECDRAW great design pack
+LPD36 FRAGGEN 11
+LPD37 ROCKET MATHS for ages 7-11
+LPD38 AMOS ART
+LPD39 MAGIC FOREST 11 Platform game
+LPD40 SPRITE BANK EDITOR for AMOS
+LPD41 RESCUE Addictive game
+LPD42 X-STITCH For knitting patterns
+LPD43 LAZER ZONE upto 2 players
+LPD44 FORMULA ONE CHALLENGE Stratogy
+LPD45 MUSIC BOX Teaches music
+LPD46 MAGPIES CLIPART
+LPD47 DIRTY CASH FRUIT MACHINE Brill
+LPD48 SPARK'S STOCKINGS FILLERS
+LPD49 MARVIN THE MARTIAN
+LPD50 MAGPIES CLIPART 2
+LPD51 MAGICAL YOUNG ARTIST
+LPD52 LC24/200 FONTS
+LPD53 MAGPIES CLIPART 3
+LPD54 MAGPIES CLIPART 4
+LPD55 SPRITE X V1.32 Needs AMOS
+LPD56 C TEXT V1.32 AND FONTS AMOS
+LPD57 KIDDIES CLIPART 1
+LPD58 LOCKS, KEYS & ENEMIES
+LPD59 PREHISTORIC FUN PACK
+LPD60 TECHNO SNAIL Weird platform game
+LPD61 THE FINAL CHAPTER V2.0
+LPD62 REVOLUTION
+LPD63 WILBERTS WONDERLAND Addictive
+LPD64 RESCUE 2
+LPD65 POWER PLANNER Filofax
+LPD66 HOTEL MANAGER Board game
+LPD67 C.V.A.D 2 Mega Addictive
+LPD68 VIRUS BUSTER. Powerful killer.
+LPD69 MAGICAL MIX-UP.
+LPD70 PAINT BOX. Great kiddies art package.
+LPD71 BATTLE CARS. Fast 2 player racing.
+LPD72 MONSTER ISLAND. Simple role play.
+LPD73 AMOS DATABASE V3.01. Simple to use.
+LPD74 SOUR GRAPES. 3D isometric game.
+LPD75 VIDEO LAB. Great Video titling package.
+LPD76 T-TECMAZE. Superb puzzle game.
+LPD77 POWERBASE V2.1. Professional DBASE.
+LPD78 SPECTRA. Logic puzzle game.
+LPD79 MUSIC ENGINE. For use with AMOS, will play Sound-tracker tunes without converting them!!
+LPD80 ICON BANK EDITOR. For use with AMOS.
+LPD81 POOLS PRO. Bill Pools Predictor.

Amiga Software from only 69p a disk

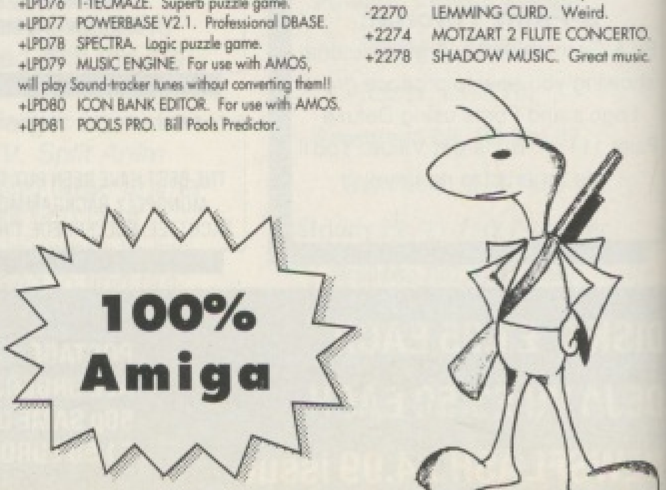
* see JNK Disks

POWER COLLECTION

+VPP01 FOOTBALL MANAGER What a classic
VPP02 HOTSHOT 2 Player fun
-VPP03 KARTING GRAND PRIX Racing fun
-VPP04 ARTIFICIAL DREAMS
-VPP05 THAI BOXING Beat up the bad dudes
+VPP06 LAS VAGAS Great fruit machine sim
-VPP07 SECONDS-OUT BOXING Smash
-VPP08 FROST BYTE Great Platform fun
-VPP09 MOUSE TRAP see above
+VPP10 PLUTOS fast vertical Shoot'em up
+VPP11 SPACE STATION
+VPP12 WAR ZONE Tank battles
+VPP13 PROTECTOR
+VPP14 FIRE BLASTER
+VPP15 FLIGHT PATH 737 Fight sim
+VPP16 QUANTOX
+VPP25 5th GEAR Great racing fun
+VPP26 BATTLE VALLEY Superb shoot'em up
-VPP27 ICE HOCKEY Super sports fun
+VPP28 JUMP JET
-VPP29 SLAVER
-VPP30 STEEL Control herby the robot
+VPP32 ARCHIPELAGOS Strategic 3D stuff
+VPP33 BAD COMPANY Space Harrier clone
-VPP34 EYE OF HORUS More Platform stuff
+VPP35 PROSECTOR
-VPP36 QUADRALIEN
+VPP37 STAR BLAZE Fast filled vectors
+VPP38 STAR GOOSE
+VPP39 STAR RAV. Mega Defender clone
+VPP40 CHICARGO 90 Street chase
-VPP41 DEMOLITION Break out clone
+VPP42 DOGS OF WAR Great Commando
-VPP43 FIGHTER MISSION. Great Shoot'em.
+VPP44 H.A.T.E 3D Zaxxon game
-VPP45 HIGHWAY PATROL Neat police chase
VPP46 PHANTASM
-VPP47 SUPERSKI Fast
VPP50 ARTURA
VPP51 BATTLE SHIPS
VPP52 BEYOND THE ICE PALACE
VPP54 DFLECTOR.
VPP58 IRON TRACKERS. Great racing fun.
VPP58 MAD SHOW
VPP59 MANHATTON DEALERS. Brill arcade fun

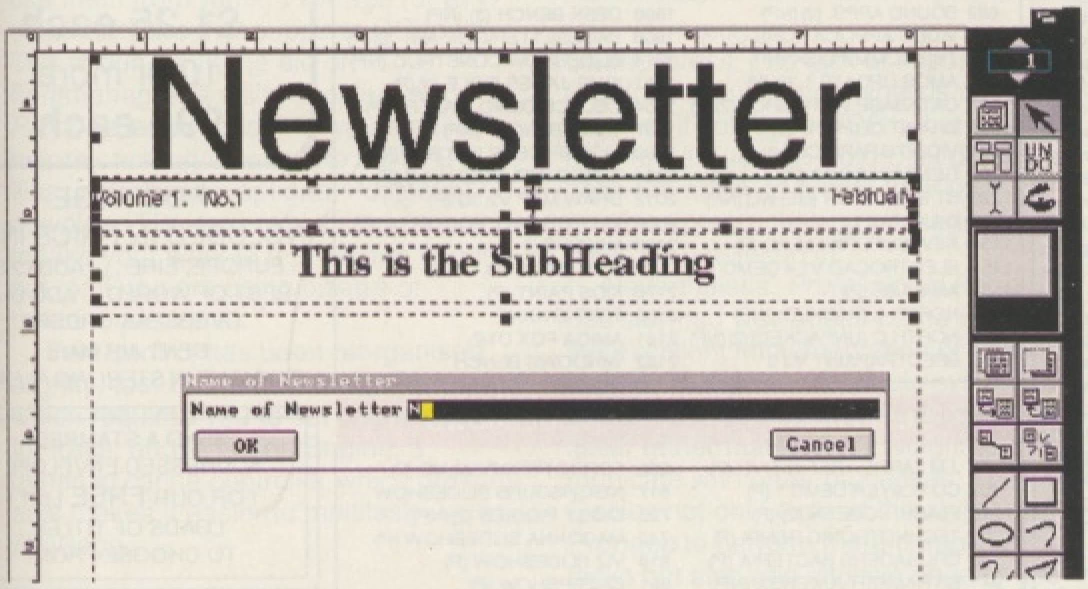
MUSIC

+2006 ROBIN MEETS THE WHEETA BIX. Great
+2007 C+C MUSIC FACTORY. Superb music
-2011 MAGIC 12 'RAY OF HOPE'
-2013 BANGING RAVES 2. Excellent mix
+2021-2 TERMINATOR MAIN THEME. Great
-2023 THE THUNDER REMIX.
-2024 CRYSTAL SYMPHONIES.
+2047 RAPSODY IN BLUE. Great sample.
+2066 UTAH SAINTS, WCYDFM.
+2084 DEPECHE MODE 'ENJOY THE SILEN
+2085 EXPRESSIONS 'ROLF HARRIS MIX'.
-2108 ANALOG '86 TUNES'. Loads.
+2109 KRYPTIC 'MUSIC MADNESS'.
-2114 LSD 'THE GRAPEVINE MEGAMIX'
-2167 IN A SILENT WAY. Neat collection.
-2218-9 RUBBERBAND MAN. Great sample.
+2220 BACH CLASSICAL MUSIC.
+2221 BAGPIPE MUSIC. Has to be heard.
+2223 TECHNO FRIGHT. Great rave.
-2225 DIGITAL DISCO. Brilliant stuff .
+2232-3 PLAY'N'RAVE MUSIC DEMO.
+2242 HARDCORE MUSIC
-2247-8 HIS MASTERS NOISE. Bloody brill.
-2260 TAITAN MUSIC. Good stuff .
-2265 NUMERIC MUSIC.
+2266 RAMJAM MUSIC.
-2267 TECHNO TRANCE. Rave on dude.
+2268 SONIC BOOM. Lovely.
-2270 LEMMING CURD. Weird.
+2274 MOTZART 2 FLUTE CONCERTO.
+2278 SHADOW MUSIC. Great music.



hold the front page!

Nick Veitch rubs his magic floppy disk and hopes that *Professional Page 3.0* will fulfill his wishes.



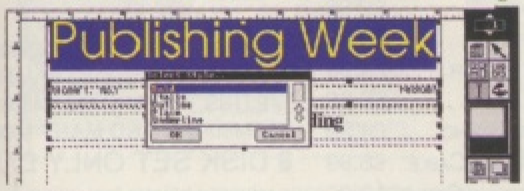
PRODUCTIVITY BONUS

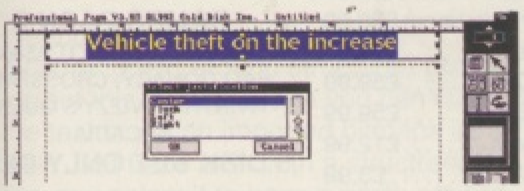
The disturbing thing about productivity software is that everyone is expected to be productive these days. A few years ago, everyone would be astounded if you went to all the trouble of having a report typed out – these days, if it isn't laserprinted with scaleable fonts and nice little pictures they reckon you haven't been trying.

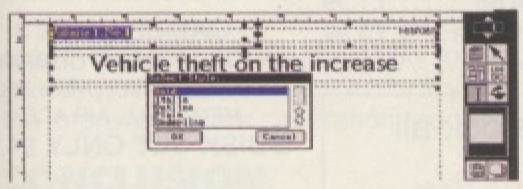
That's no problem if you're some whizzo graphic designer, but it's a bit of a bummer if you think that leading is found on church roofs. Where can modern man/woman turn? I suppose we should all rub a magic lamp or something. However, winging its way across the Atlantic comes *Professional Page 3.0*. It's back, and this time it has brought its genie.

There is nothing particularly amazing about the genie in question. I mean, it doesn't come in a bottle or have a big curly moustache and equally curly gold slippers. In fact, it's nothing more than a set of ARexx macros – but they are very cunning ARexx macros. Most applications written after the advent of Workbench 2.0 have some sort of ARexx capability, but usually this is just a few token loading and saving options, so they can boast ARexx compatibility. Not so *ProPage*.

Yes, there are loading and saving options and hotlinks to other programs such as *ADPro*, but there are also an awful lot of internal referencing functions. Why?







A Page Creation Genie in action. A series of requestors allow you to make all the important decisions while the script gets on with the dirty work.

PAGING MR GENIE

What would you do if you suddenly discovered that your 80-page A4 document suddenly needed to become a 160-page A5 document? Without a Function Genie you'd be in the... you'd be experiencing some difficulties. With a genie, though, you simply work out how to perform the operation once, write a script, and sit back and watch real office automation get to work.

The extension of this is the Page Creation Genie. Imagine you know nothing about layout. Imagine you need to create a newsletter-style front page in, say, 30 seconds. Now imagine you have a Page Creation Genie. Answer a few questions and, a spot of multiple choice later, you have your page. This interactive page creation need not be limited in style either – you can easily manipulate the finished object just as you would if you had created it yourself (in fact, you *have* created it yourself).

Hardened veterans may also find some use from the Page Creation Genies – even if it is only to knock out a quick update report or a few envelope labels.

ADDRESS BOOK

Gold Disk's *Professional Page 3.0* will be available, from, amongst other places: Precision Distribution 081 543 3500. Price not yet announced.

FONTSY STUFF

The second major update to *ProPage* is the addition of Adobe Type 1 font support. This may mean nothing to you unless you own a Mac or a high-powered IBM. Adobe hold the copyright to a large proportion of the world's supply of scaleable fonts, fonts which are supported by DTP systems such as *Pagemaker* and *QuarkXpress* on the Mac and *Ventura* on the PC. Consequently, there are a lot of them about – more than a couple of thousand ➤

PRO PAGE 3.0 ...at a glance

• ARexx • Supports *Pdraw3.0* clips • Requires 2mb memory and hard disk • Undo function • 7 CG fonts supplied • Enhanced text runaround • Improved colour seperation

hold the front page!

at the last count. They are not cheap, but there is also a large freefont sheme running in the Macintosh shareware market – these are Adobe Type 1ish fonts created by draughting packages such as *Fontographer*.

If you can get hold of these fonts, or already own a Mac (which comes with some as standard), it's possible to convert them to Compugraphic fonts and use them from within *ProPage* (or any other software that supports CG fonts). This is done with the aid of Fontmanager, a utility supplied with *Propage*, and reads the two data files before creating a complete set of CG files, including an optional Postscript download file (essential if you are going to take your work to a printshop to output, or if you are using bizarre or home-made fonts).

Font control has been reorganised slightly, too. Out is the old CGT program which required you to set cache sizes for fonts, and In is FontEngine, a dynamic cache controller which presumably makes it easier to multitask *ProPage*.

LAYING OUT

The layout options have been greatly improved by the Undo function. How many times have you just finished your masterpiece only to accidentally drag a text box out of position on your way to the save menu? Let it bug you no longer.

Another improvement bringing *ProPage* into line with the competition is the ability to use irregular runarounds. These work by flowing text around structured graphics but this doesn't mean you can't use the technique on imported bitmaps as well. Just trace over with a structured line and select it to have a width of zero.

Other 'catching up with the rest of the crowd' manoeuvers are the ability to specify point sizes to 1/8pt accuracy and the improved colour separation process.

CONCLUSION

On the features side there are still a few things missing. I'd like to see more font control, more styles, and horizontal scaling to compete with packages like *QuarkXpress*. The lack of import modules for various image types is not a problem if you have *ADPro*, but I find it hard to believe that Gold Disk don't have the ability to create their own graphics preprocessing package which could be hot-linked in.

Nevertheless, *Professional Page 3.0* has stormed way ahead of the rest by the excellent implementation of ARexx scripts. This gives the whole system added functionality within the program itself, rather than just allowing it to communicate with other processes. The Genies not only expand the ability of *Propage* to perform more complicated tasks but also add intuitive ease of use to the novice.

SYSTEM REQUIREMENTS There was a minor amount of fuss when *Professional Page 2.0* came out, as it required (shock, horror) at least 1Mb of memory – and preferably a lot more. Nowadays most Amigas come with 1Mb as standard. Is this the reason that Gold Disk have raised the memory requirement to 2Mb?

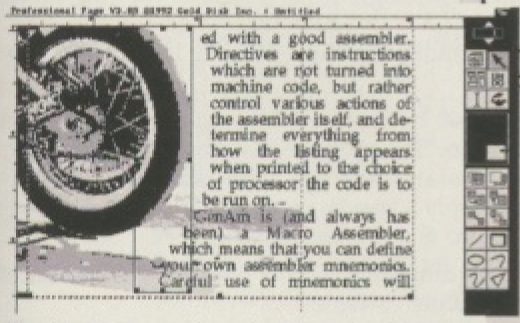
No, I think not. I think that the memory requirement has gone up to enable the implementation of some required functions. Required, not desired, because any application without an undo function can be frustrating. Any application without ARexx can be tedious.

The other system requirement is a hard disk. Although earlier versions would run off floppies, it was hardly advisable. A hard disk is essential for proper font control for a start. Now there is also the benefit of config files saved containing information, such as magnification level, layout preferences and drawers for text and bitmap files.

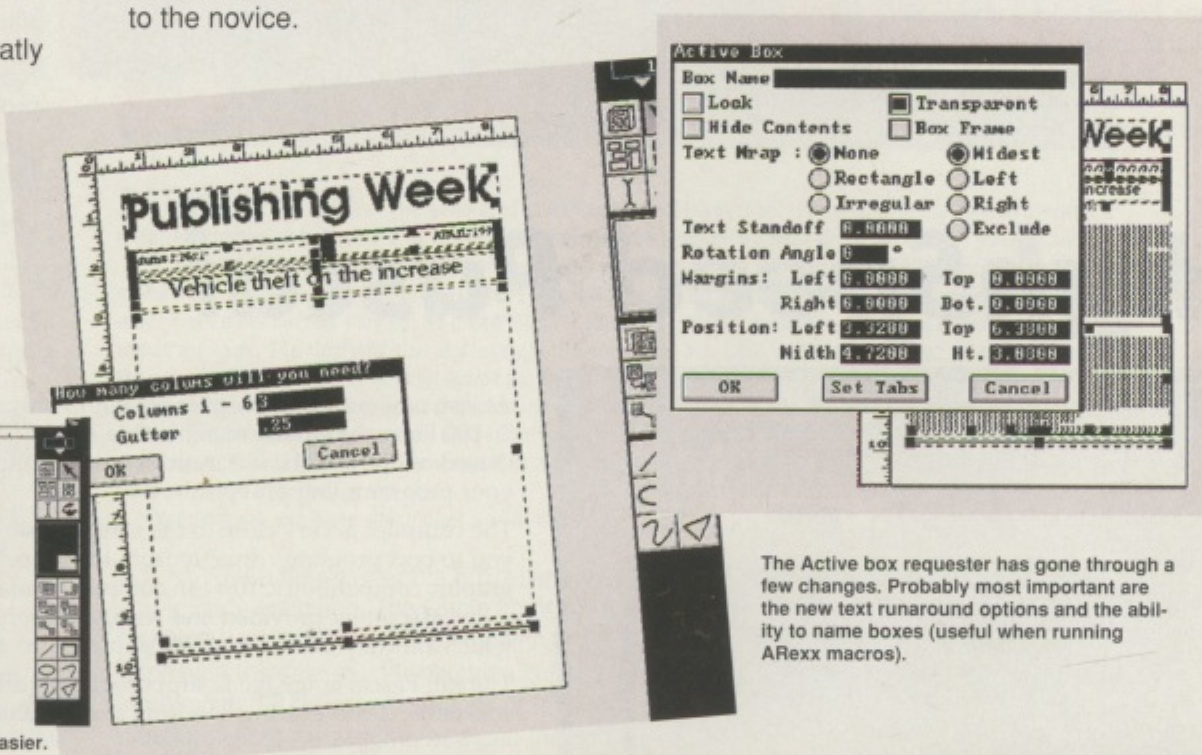
VERDICT

Power and productivity for all abilities...

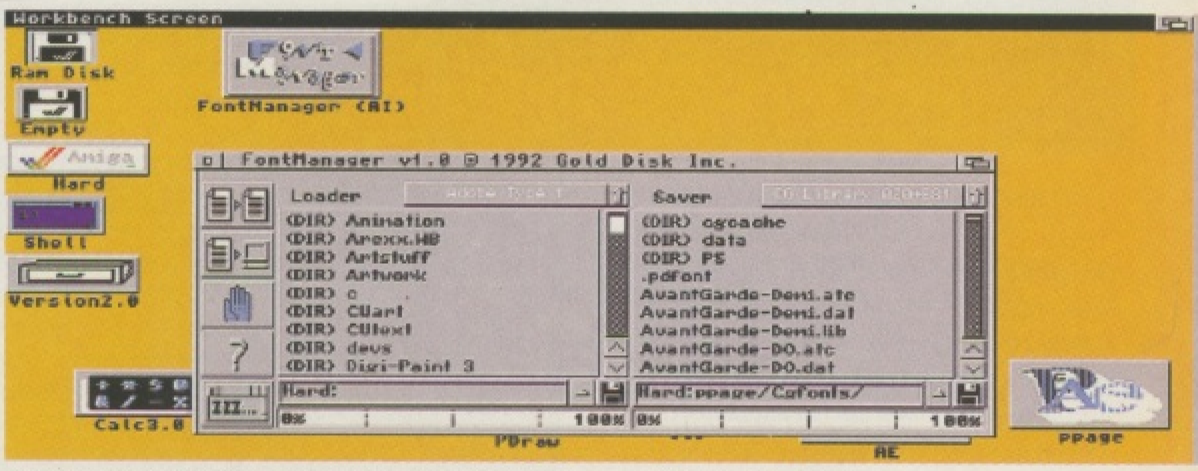
EASE OF USE	96%
VALUE FOR MONEY	88%
EFFECTIVENESS	86%
FLEXIBILITY	90%
INNOVATION	94%
OVERALL	**91%**



Running text around irregular shapes is a lot easier.

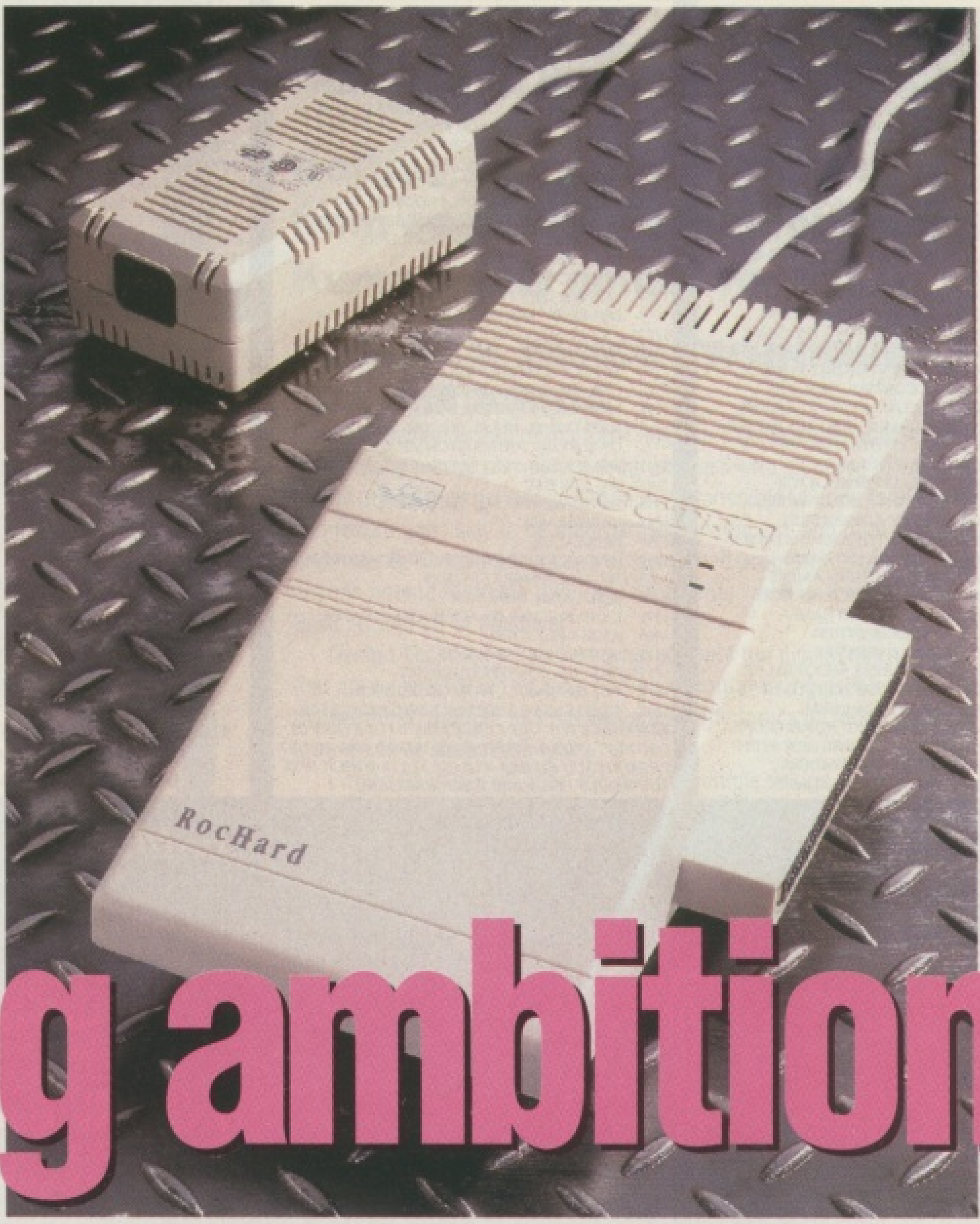


The Active box requester has gone through a few changes. Probably most important are the new text runaround options and the ability to name boxes (useful when running ARexx macros).



Fontmanager will allow you to create Compugraphic font files from any PC Adobe Type 1 fonts.

Looking at Hard Drives? So is Nick Veitch...



driving ambition

IT'S THAT HARD!

It's common knowledge that AmigaDOS doesn't work very well unless you have a hard drive. After the expense of buying an Amiga, most people are a bit upset to find that they have to fork out another similar sized wodge of money just so that they can use it more easily.

Upgrading your system with a hard drive is not a thing to be taken lightly. Like your computer it is probably something you are hoping to use on a regular basis for a considerable period of time. You've got to get it right. Recently, there have been a number of new drives on the market which are not SCSI (Small Computer Systems Interface) units, but which use a different interface and mechanism entirely. IDE drives were manufactured for use with the IBM PC and compatibles.

The advantage of this is that there are now a great deal of these drives around, and because the interface system is less complicated than SCSI (which has to deal with all sorts of other devices such as tapestreamers and scanners) they are a bit cheaper – say forty or fifty quid less than an equivalent SCSI drive. The disadvantage, though, is that should you need to add further SCSI mechanisms you'll have to have both an IDE and a SCSI interface.

DDRESS BOOK: 52MbRochard costs £349 fromDiamond (081 597 885). A similar-sized ...aflyer is £299 from Hard Cache (071 704 1614)

The two most prominent protagonists in the IDE field for the Amiga at the moment are the Dataflyer500 IDE and the RocHard IDE. Let's take a closer look at them.

ROCHARD

The RocHard is as wide as Commodore's A590 drive and looks very similar apart from the slope at the front of the unit which has been designed to match that of the A500. In fact, the RocHard looks much better beside the A500 than Commodore's own unit. Power is supplied via a separate unit. This is obviously some ploy to avoid having to manufacture two main units (one for Europe and one for the U.S.A., where they work off a 60Hz supply) and is quite annoying. The whole point of having a neat and compact unit which fits flush with the side of your machine is that you are spared the inconvenience of lots of dangling wires zig-zagging between the different units of your system.

The unit provides slots for memory add-ons, in the form of slots for eight 1Mb SIMM modules. These are standard memory cards which are also used in both PC and Mac systems, ensuring that price and availability isn't a problem. To install, simply remove the lid of the RocHard and slot the cards in. Setting a small jumper block on the board indicates to the Autoconfigure system how much memory has been installed. Increments of 2Mb (up to a possible 8Mb) can be installed.

The RocHard lacks a through-port for other expansion port add-ons. This is always annoying but is to a certain degree understandable. It is a difficult task to reduce the electronic noise levels on a hard drive controller board to such a degree that a through-port would function reliably.

A games switch at the back of the device enables the user to disable the expansion memory, the drive – or both – which is handy when running older software affected by it.

> **ROCHARD** *. . . at a glance*
> • IDE and SCSI connectors • on board memory capability • games switch • external power supply

DATAFLYER IDE

The general idea behind the Dataflyer is the same as with the RocHard – offer a cheaper alternative to buying a SCSI device for people who may want a hard-drive but are not power fiends.

The Dataflyer is quite cunning. Although the unit is essentially an add-on for the A500, you can take the card out of the box and slot it into one of the expansion slots on the A2000 or A1500. The unit is considerably longer than most other drive units but this may not be a bad thing. If you want to add a second mechanism, it can be accomodated inside the case. The RocHard also has an extra IDE connector but, until someone produces a 3mm tall mechanism, there's not much chance of fitting it inside the RocHard casing.

There's no provision for memory expansion as standard, but extra memory modules can be obtained to bring the unit up to a full 8Mb. The Dataflyer also lacks a game switch, but it's possible to disable the drive on startup by holding down both mouse buttons. Once again, though, there is no through-port. I suppose it's always going to be that the hard-drive has to be last in the chain.

Versions are available which offer a SCSI driver, too, but this rather defeats the object of having a budget unit.

> **DATAFLYER** *. . . at a glance*
> • IDE controller • memory card as option • works as card in A1500 and A2000 • room for second device in the case

CONCLUSION

The RocHard offers a more attractive unit with easier expansion routes but, for budgetary reasons, the Dataflyer may be a better bargain at up to fifty quid less.

BY THE BOOK

Getting your code organised is far from easy. Mat Broomfield consults Kuma's new guides for help...

PROGRAM DESIGN TECHNIQUES FOR THE AMIGA

Program design is one of the most neglected areas of computer programming. Many are for competent programmers who sit down to write, and work things out as they go along. Although it's possible to code in this way, the end results are likely to be disorganised, inefficient, and hard for others to understand. Thus, a knowledge of structured programming is an asset for anyone hoping to create their own programs, whether they're working in Basic, C, 68000 or whatever.

Design Techniques teaches programmers the disciplines and techniques that are necessary for tackling complex programming problems. It's not for the beginner, though, as it tackles such hefty topics including Warnier diagrams and Abstract data types.

Emphasis is placed upon the use of multiple design techniques to overcome programming problems, and for this reason the author, Paul Overaa, does not advocate one as the sole solution to all problems. The book's illustrated with examples of code in C, Basic, 68000 and Pseudo-code, and the latter chapters provide example problems in all languages but Pseudo-code.

For the programmer who wants to improve his skills, this book will provide valuable advice, but be warned; it's not a light read!

VERDICT

Valuable reading for the 'serious' programmer...

EASE OF USE	65%
VALUE FOR MONEY	70%
EFFECTIVENESS	80%
FLEXIBILITY	90%
INNOVATION	25%
OVERALL	**65%**

INTUITION A PRACTICAL AMIGA PROGRAMMER'S GUIDE

Whatever language you use to program the Amiga, you'll soon encounter Intuition, as it's the system which forms an interface between user and computer. It's responsible for the windows, gadgets, input and output and a whole lot more. It also represents one of the greatest stumbling blocks to would-be programmers.

This book attempts to unravel the complexities of Intuition, explaining among other things, the system architecture, libraries, and structures. Most of the references and examples are given in C, the language of the Amiga's operating system. On the whole, the book is written in a concise and mildly humorous style, making it quite easy to read or use for reference purposes.

As a reference work, it's fairly competent, and it's fascinating to learn more about how the Amiga works. This seems to be as good a way of learning as any

VERDICT

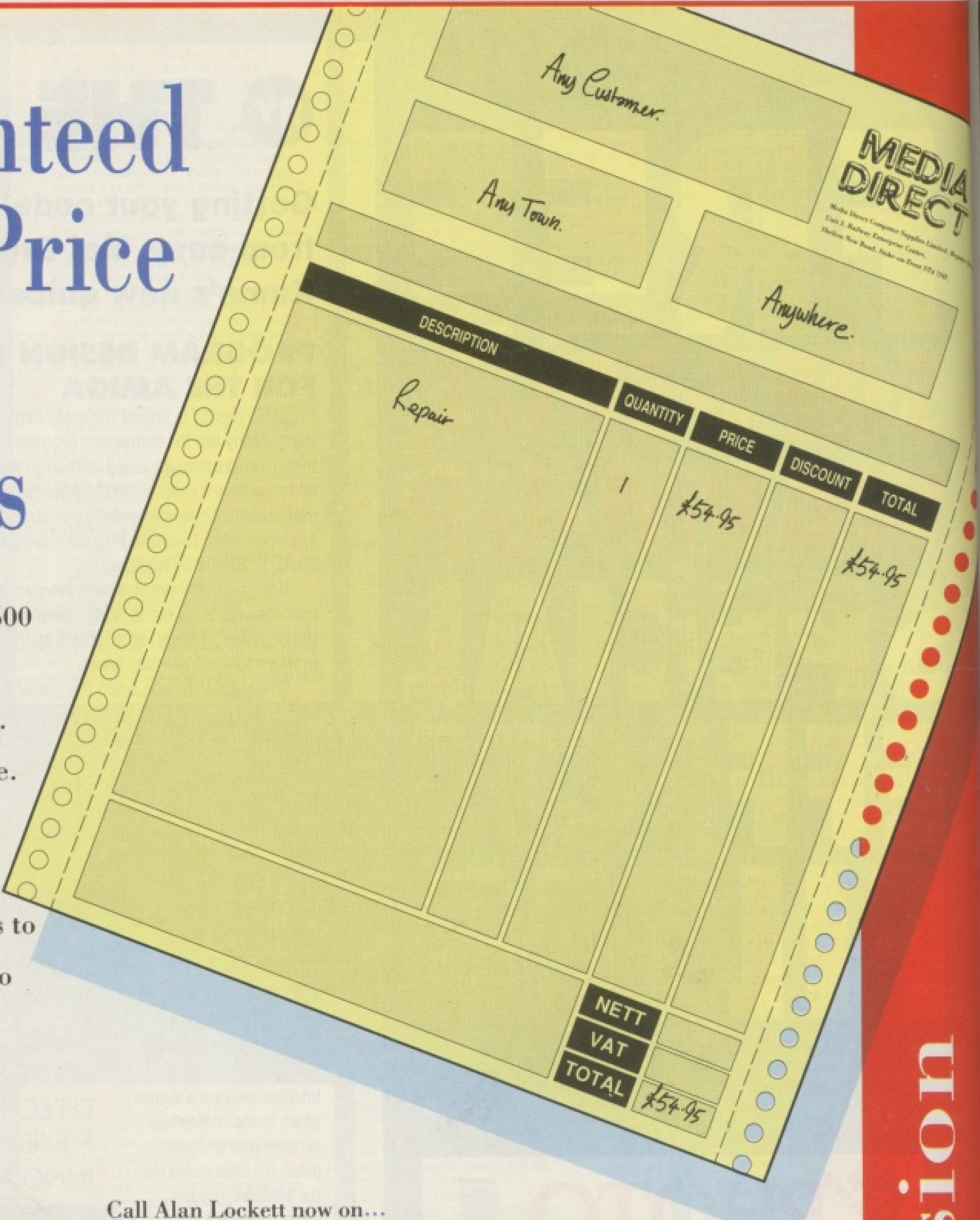
A good read, and helpful for all languages...

EASE OF USE	90%
VALUE FOR MONEY	75%
EFFECTIVENESS	90%
FLEXIBILITY	80%
INNOVATION	75%
OVERALL	**82%**

ADDRESS BOOK

Both books are published by Kuma Computers Ltd and cost £16.95 each. You can contact Kuma at 12 Horseshoe Park, Pangborne, Berkshire, RG8 7JW. Tel: 0734 844335.

Guaranteed Fixed Price Amiga Repairs



When your Amiga 500 goes wrong, Media Direct can put it right. And for the right price.

The experience and skill of our technicians enables us to carry out all repairs to the very highest standards at the very lowest cost.

A small, one-off payment of just £54.95* by cheque, postal order or credit card covers absolutely everything – diagnosis, parts, labour, delivery back to you and VAT. All within 10 working days!

No matter what has gone wrong with your computer, it won't cost you a penny more to have it fixed. We guarantee it.

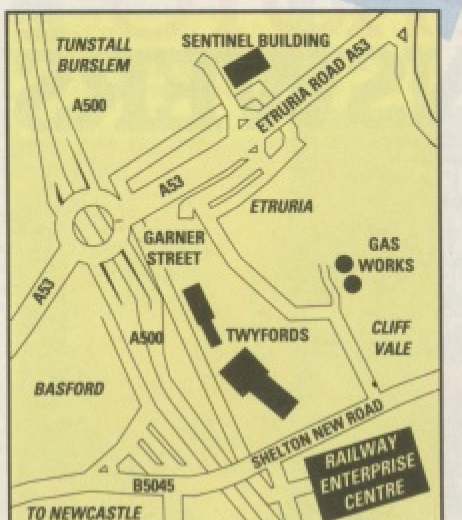
*Subject to certain conditions – written details on request.

Call Alan Lockett now on...

...0782 208228

to book your repair. Be ready to give your name, address, Amiga serial number and a description of the fault when you 'phone.

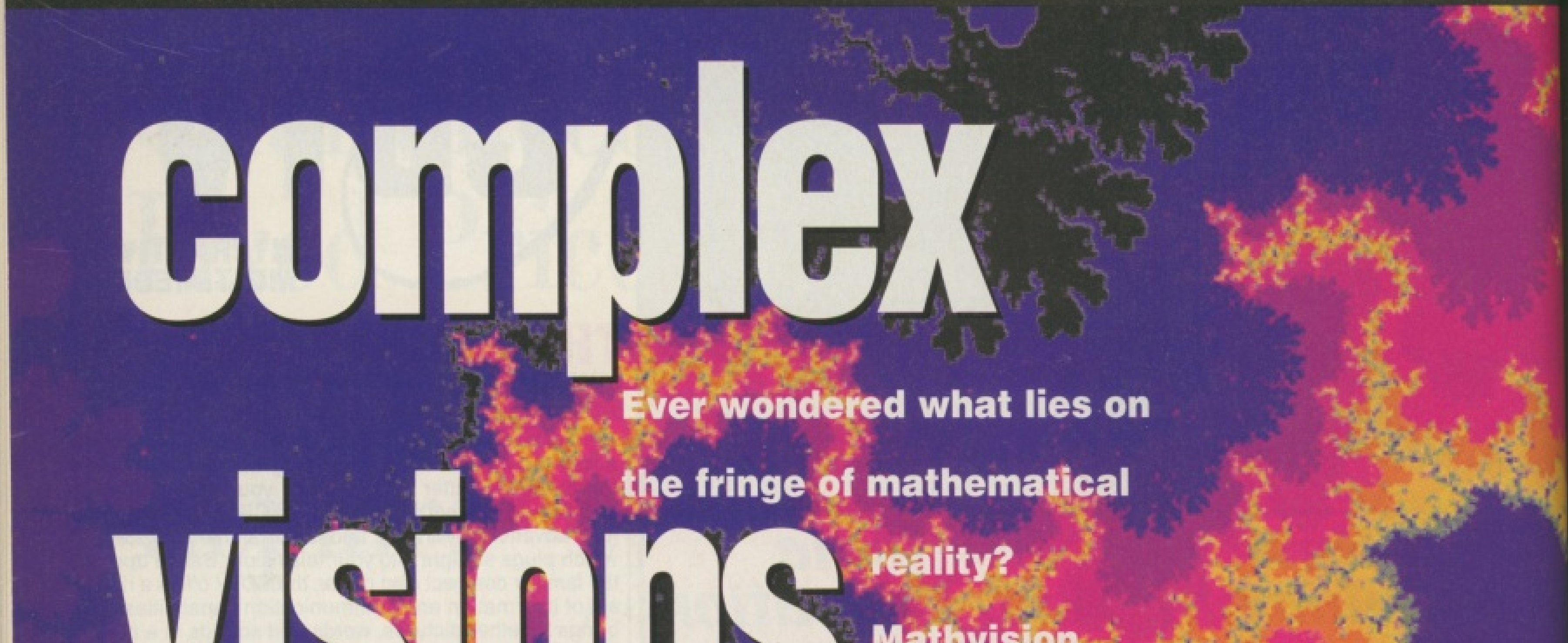
Alternatively, why not call in with your machine the next time you're passing? We're open 6 days a week until 5.30pm.



MEDIA DIRECT

Media Direct Computer Supplies Limited,
Repairs Division,
Unit 3, Railway Enterprise Centre,
Shelton New Road, Stoke-on-Trent ST4 7SH.
Tel: 0782 208228 – Fax: 0782 281506

Repairs Division



complex visions

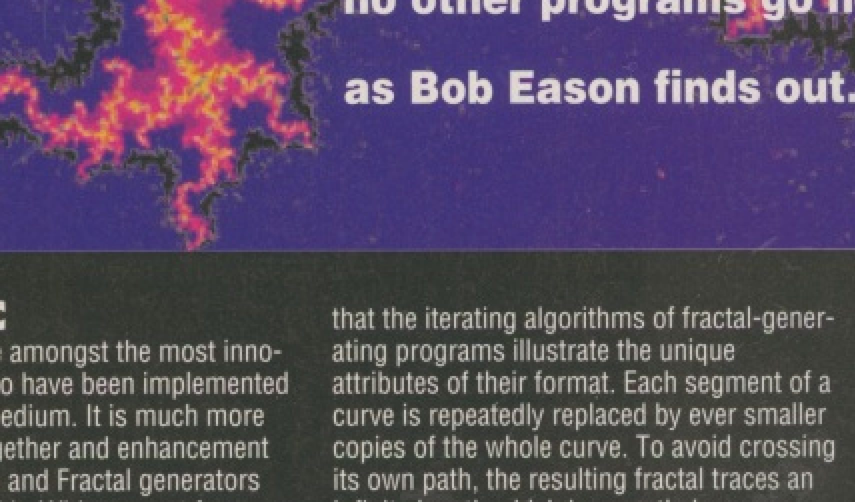
Ever wondered what lies on the fringe of mathematical reality? Mathvision maps the areas no other programs go near as Bob Eason finds out.

HIPPY CHIC

MathVision must be amongst the most innovative applications to have been implemented for any computer medium. It is much more than the coming together and enhancement of the many Mandel and Fractal generators that have preceeded it. With support for overscanned, HAM-mode, Mandelbrot set animations and unlimited recursions, it may be the ultimate fractaliser. Yet it is also a powerful picture producer and processor for the artist, or data display tool for the statistician.

The graphical representation of mathematical data must be familiar to everyone who toiled away during their secondary school days over squared paper. More recently this has had an effect on the media where charts are busy plotting the changes in mortgage rates or public political opinion. What is new is the more recent discovery that many areas of mathematics so long considered the domain of sad old men with slide-rules are rich in aesthetic wealth.

It is in the creation and construction of shapes, both as irregularly natural as branching trees, winding rivers or fluffy clouds, or as rigidly restrained as Koch snowflake curves or space-filling Peanos and Hilberts, that the iterating algorithms of fractal-generating programs illustrate the unique attributes of their format. Each segment of a curve is repeatedly replaced by ever smaller copies of the whole curve. To avoid crossing its own path, the resulting fractal traces an infinite length which is nevertheless contained within finite space. The tortuous wiggleyness and irregularity of fractal forms is now increasingly perceived as the only valid description of the world about us for which the language of squares, cubes, circles and spheres was never adequate.



Mathvision allows the user to explore and create, from every conceivable arithmetic function, a window onto the dual area of chaotic maths and fractal dimension. The user can manipulate at will the monsters of the complex plane from Mandel and Julia sets to Biomorphs ressembling primitive life forms or models mimicking magnetism. Alternatively, accept or edit *MathVision*'s examples of fractal seeds, and their recursive iteration and fractalisation into bushes and flowers.

Even for the artist less enthused by the visual realms of chaotic math or fractal dimensions, there remains a limitless range of uniquely amazing images and animation frames. The whole concept of drawing and colouring by numbers, with mathematical functions and formulae, opens a whole new and exciting field of expression. For the more mathematically inclined, *MathVision* provides an attractive medium for the demonstration of scientific priciples or data.

GETTING TO GRIPS

On loading, the program opens onto a default image and the Edit Screen. Whilst the lines of equations may look a little disconcerting to the non-mathematician, the package lends itself well to a gentle path of self-tutoring. Using the topmost Edit screen line, enter one of the simplest functions suggested in the manual: '(X^2 + Y^2)' and *Mathvision* will compile and transform this data into a screenful of colour-cycleable concentric circles. Next, try basic trigonometric functions such as sin(x) or cos(x) to render simple sine waves.

There is always a learning curve with detailed applications of this type, but *Mathvision* is more intuitive than most. The hardened Mandelbrot creator will, for example, find that editing the boundary's rendering algorithm is accomplished with considerable more ease and power from within *MathVision* than from other programs dedicated to this task. Those with programming skills will feel a natural affinity for the nested conditionals found in the recursive code of a fractal curve. The mathematician should have an intuitive feel for the algebraic soup through which lesser mortals must occasionally flounder. Object renderers will best exploit the powerful but tricky plane-tilting Viewpoint option



for perspective plot modes.

Expressions and data to be transformed are accepted by *MathVision*'s Edit Screen. A primary function is entered on the uppermost line labelled 'Val:'. This, in turn, may access the other functions FA,FB...FI, typed into the appropriate lines below. The function 'Val:fa * fb',where 'FA:cos(x+y)' and 'FB:sin(x-y)', is a tutorial example of a very simple piece of code that is capable, with minor editing, of producing a wide variety of 3-dimensional perspective landscapes. This capacity for an algorithm of stark simplicity to be transformed into displays of surprising complexity is often encountered when using this program. It reaches its zenith in the Mandelbrot Set boundary curve, infinite in its detail and yet rendered from a basic function of the form 'z <— z^2 + c'. It is this property that excites biologists and philosophers alike, who find analogy in the development of life in its wealth of complexity, from genetic code building blocks of contrasting simplicity.

Returning to the Edit Screen, accessory functions FA and FB perform their operations on the arguments that they address (x and y). Xmin, Xmax, Ymin and Ymax must now be specified to set the dimensions of the image and the result plotted for each point contained therein. As every pixel has its own unique (x,y) coordinates, feeding these numbers through the function 'cos(x + y) , sin(x - y)' must result in a third figure, 'z', for each point. If these z values are now translated into different colours, the plane of pixels contained on the screen will be displayed as a pictorial representation of the numbers it finally contains.

Colour-contour mapping is, of course, the traditional tool by which images of the 'complex plane' are viewed. It is the implementation, inspired or otherwise, of this tricky option which often dictates the difference between artistic masterpiece and broad bands of discordant colour. Although the program does provide a built in – 'best-guess' – contour top/bottom/range facility, user intuition still plays an important role.

PLOTTING

There are three different plot modes available: Simple, Contour and Perspective. Simple mode plots the value, designated 'y', returned by a function, f, acting on a second variable, 'x', as in the example: f(x^2), when values of y are plotted at different heights on the screen. For the statistician, the ability to reference formulae from within formulae, may enable data curves of great complexity from which information remains extractable with comparative ease, using the Analyse tool that returns x and y values for any chosen point on the screen.

Aesthetic graphical display is not necessarily a feature of Simple Plots, for which pure mathematical power is often most important. Whilst I have profited from its display of simple trigonometric functions, I have not yet persuaded it to accept my home-made code designed to track the future course of, say, a mortgage. Although a facility of such power is hardly required to foresee the discouragingly predictable, the author makes a valid link between a business-orientated potential for *MathVision*, and the program's tax deductability!!





The images *Mathvision* produces are certainly more visual than the usual Pie and Barcharts. Unfortunately, you can't actually understand the point they are trying to get across...

MATHVISION
. . . a t a g l a n c e

• ARexx support • Interesting concept • Not Really Practical • Takes Ages To Produce Screens • Stunning Effects

THOSE CONTOUR MOMENTS

It is in Contour mode that the aesthetic capabilities really start to shine. However, it is not without a cost. As with all heavy number crunching applications, speed is not one of *MathVision*'s finer points. It is therefore often prudent to obtain a swift preview, displayable on a 80x64 pixel screen, as a typical overscanned, interlace, medium-depth MandelSet zoom will tie up a plain vanilla A500 for 3-12 hours.

Another interesting and useful feature – rarely encountered elsewhere – is the ability to save, reload and then recommence generation of a long project. Images are saved as PCF (Picture, Colour, Formula). If you're lucky enough to own 32-bit RAM and a double digit processor then you can exploit *MathVision*'s double-precision Math (IEEE) version. Doug Houck makes provision for more modest systems by his inclusion of a 'Divide and Conquer' plotting option that finds large regions of the same iteration depth and uses the blitter to fill them as blocks. This speeds up rendering times greatly and is the routine used in Nico Francois' *MandelBlitz* freeware program.

Zoom magnification is the navigational tool associated with self-similar fractals in general, and the Mandelbrot set in particular. General preservation of main structural elements is usually noted albeit with variation in the more subtle detail at each level. A box zoom menu option (also available in Simple and Perspective plot modes) allows you to explore freely. Itemised under the Global menu, however, is a further Magnification option that invites entry of a percentage by which the current image is to be scaled up or down. Basically, this is a powerful facility to zoom animate with sequential values inserted to plot each frame from the previous image. By combining repeated zooms with 16-bit math precision, It would be possible to dive down through the Mandel boundary to huge scaling depths.

The third mode of plotting – perspective – affords a way of generating background landscapes, and wire-frame models, which would presumably be of interest to the 3D rendering enthusiast. Viewing angles can be altered to get the best line on an interesting landscape.

Shade is one of a drawer full of auxiliary programs that can be called upon once the program is running. Some are resposible for

complex visions

enabling additional macro functions, including Mandel and Mandel68881. Others append additional plotting options, such as Shade and Parametric, or graphic modes including HAM. It is by invocation of the Shade feature that some of the most beautiful displays can be rendered. 'CosineDunes' is, for me, the pick of Doug Houck's pictorial library, representing a desert dune-like shaded landscape generated from a short string of trigonometric functions and easily editable with some interesting results.

In combining Shade mode and the Mandel function, it becomes possible to generate amazing 3-D views of Mandelbrot and JuliaSet zooms. The color strips of conventionally contoured plots are transformed into smoothly curving slopes, sweeping up around precipitous bluffs to reach the mini-mandel lakes placed high on the main plateau. These are the images that acquired celebrity status on the front page of Time magazine and the book covers of "The Beauty of Fractals – Images of Complex Dynamical Systems" by H.O. Peitgen and P.H. Richter.

HOOKED

The other auxiliary plotting utility is that of Parametric – optionally able to replace Contour rather than Perspective mode. In its ability to write to the pixels directly, it supports drawing of the recursively self-substituting fractal curves that we discussed earlier. Good examples are provided, both of mathematically tidy seeds, responsible for Koch snowflakes and Sierpinski triangles, and their more wiggley and natural couterparts, renderable into ferns and bushes.

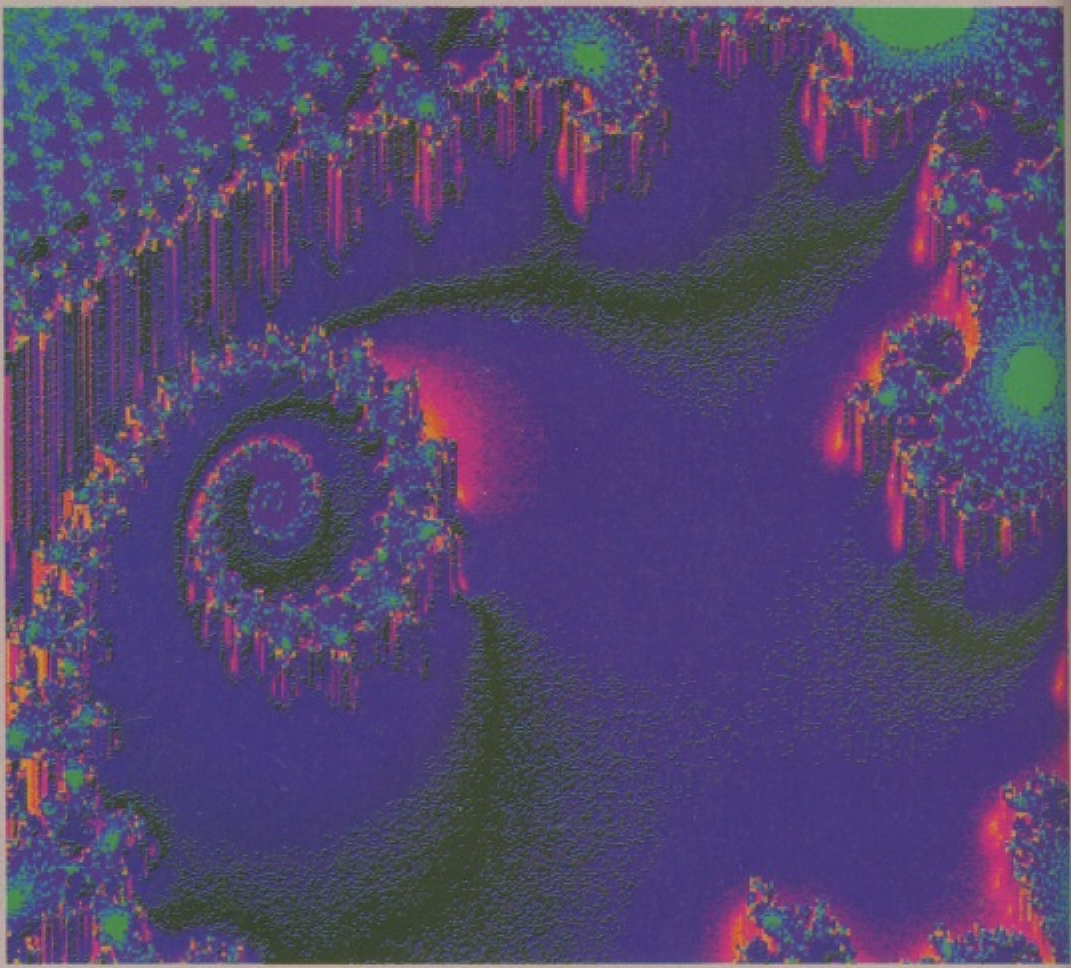
CONCLUSION

Mathvision is one of those programs where you find yourself trying to think of excuses for buying it. It may be the culmination of the greatest revolution in mathematics since computers themselves were invented, but does anyone really need it. Maybe not, but there is still the urge to seek out strange new mathmatical worlds and boldly delve were no keyboard jockey has delved before. It is not a program to be taken lightly and perseverence is necessary before you can really start to enjoy yourself.

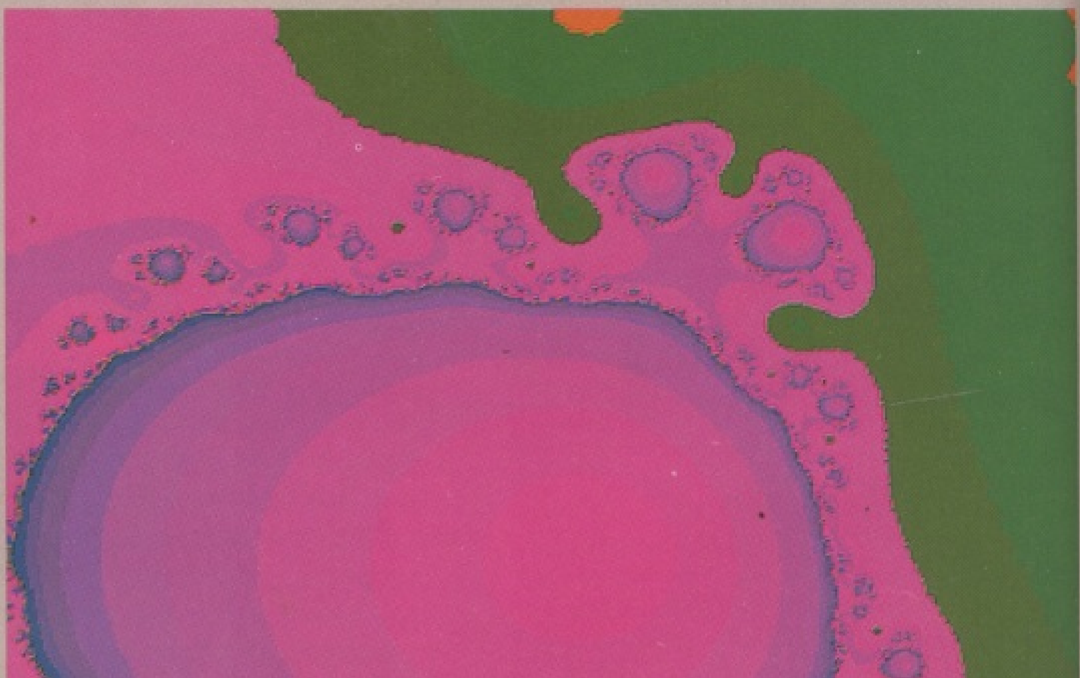
VERDICT

A stunning, but hardly essential, package...

EASE OF USE	68%
VALUE FOR MONEY	86%
EFFECTIVENESS	91%
FLEXIBILITY	88%
INNOVATION	90%
OVERALL	**85%**



AREXX SUPPORT **An important additional property of *MathVision* is that of full ARexx support. It gives much greater power to the user and it requires no special skills to open up the 150kb of ARexx macro files that are incuded on the MathVision disk. 'Makezoom' and 'Plotfiles' are two particularly helpful additions which automate the plotting of, respectively, sequences of zooms or batches of unrelated images. These are then saved to a preformatted disc for viewing after a day's work or a night's sleep!**



turning japanese



Nihongo o anashimasu ka? Do you speak Japanese?
Read on as Mat Broomfield explores a program which aims to teach you.

EASTERN PROMISE

Japan! Land of high technology and geisha girls, the game show Endurance and raw fish. But there's more to it than that. Japan is a country of great cultural history and tradition, a country which has enriched the world with inventions, ranging from the Walkman to the microchip. If you want to experience that diversity first-hand, what better start than to learn the language?

Audio Gallery Japanese is aimed at elementary-level linguists, and can form a useful aid to other learning systems, or can be used as a stand-alone product.

STARTING

Once loaded, you'll be presented with a menu divided into twenty common subjects, ranging from 'At Home' to 'Professions'. Two pull-down menus also contain a further seven topics.

Click on a menu, and the screen switches to one featuring subject-related items. For example, 'At home' shows a picture of a Japanese living room containing thirty-two numbered items, including furniture, people, and objects. The bottom section of the screen contains the translation output window with space for Hepburn, English and Japanese. The latter two are obvious, but Hepburn is the English spelling of Japanese words: for example, inu=dog and udedokei=wristwatch, etc. However, the Japanese text is printed as a formal Japanese ideogram which looks as though an ink-coated Spider has scuttled across the screen.

ADDRESS BOOK

No UK distributor has yet been established yet, nor has a UK price. However, it costs $89.95 (about £50.00) and further details are available from Fairbrothers, 5054 S. 22nd Street, Arlington, VA 22206, USA. Tel: 0101 (703) 820-1954.

The program can be used in a number of ways, but the simplest is browse-mode. With this, the user can click on any object in a scene to receive three translations, and hear a digitised voice say the Japanese word for it. The quality of the sampling is generally very good, but there are occasions when they sound rather fuzzy. In addition, the 'R's often sounded like 'L's, making the program sound like Benny Hill – a fault of the language? Hmmm...

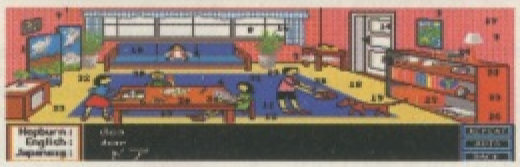
All the words can be replayed, but you may prefer to listen to them in order,whereupon the program will repeat a scene's items one by one.



Although the graphics are nothing special, but the objects are immediately recognisable and bright and colourful.

Below: With their Japanese versions shown, the confusing words are spoken to you in digitised sound.







Above: To hear the Japanese translation, click on the numbered item. A written translation is also give, along with a Hepburn (phonetic) spelling.

Below: The quiz option tests your skills in the learned areas –including reading Japanese text.



OCHA O KUASAI

When you've learnt the names of everything in a scene, it's quiz time.

A pull-down menu offers a choice between a Topic quiz (referring to items in the current scene), or a Unit quiz (questions about any of the subjects on the current disk). You can then specify whether the quiz should include spoken questions.

There are three sub-types of quiz: English, Hepburn and characters. Each requires the contestant to select an answer of the specified type. For example, if you select 'Characters', you'll be given a word in English, Hepburn and possibly spoken formats, and you must select the relevant Japanese character.

CONCLUSION

Audio Gallery Japanese is a useful educational tool which teaches by rote. The sampled speech provides a unique guide to pronunciation, and whilst it's not going to teach you anything about Japanese grammer, if used in conjunction with, say, a Linguaphone package it could be an essential tool.

AUDIO GALLERY
...at a glance

- Japanese language tutor
- Includes sampled speech
- 27 Topics covered
- Useful for absolute beginners

VERDICT

Unusual Japanese language tutor

EASE OF USE	100%
VALUE FOR MONEY	75%
EFFECTIVENESS	80%
FLEXIBILITY	50%
INNOVATION	90%
OVERALL	**79%**

PROGRAMMER'S PITSTOP

Mat Broomfield flicks through the pages of Kuma's beginner's guide to Workbench. Can books aid the would-be programmer more than a manual?

THE LITTLE RED WORKBENCH 1.3 BOOK

Written by Mark Smiddy, this book is designed with the novice in mind. It explores every aspect of the way that Workbench works, and even goes on to assess an assortment of software and hardware extras for the Amiga.

Mark's informal and easy-going style means that even the least experienced reader will be able to follow easily. Beginning with an introduction to the Workbench disk, and how to load it, Mark pays careful attention to detail, ensuring that there can be no ambiguities at any point. Even though the guides seem to cover apparently obvious topics, it guides the user into more complex ideas with ease. As the book moves to more complicated subjects, the main points are clarified using short step-by-step lessons, which are easier to follow than pages of bland text.

Although the content of this book is fairly basic, experienced users will also derive some benefit from Mark's user-friendly and thorough approach.

RED BOOK ...at a glance

- Guides you in easily
- Excellent for quick reference
- Good attention to detail
- A little over-priced, perhaps?

ADDRESS BOOK

The Little Red Workbench Book is published by Kuma Computers Ltd and is priced at £14.95. For more info, contact Kuma at 12 Horseshoe Park, Pangborne, Berkshire, RG8 7JW. Tel: 0734 844335.

VERDICT

Easy to read beginner's workbench tutorial...

EASE OF USE	85%
VALUE FOR MONEY	50%
EFFECTIVENESS	80%
FLEXIBILITY	70%
INNOVATION	25%
OVERALL	**62%**

...AA
out it -
help.
s about
need
H E L P & A D V I C E
- 4437
Over 1000 disks
Disks,
s Have Already
ce, Efficiency,
ss Stamps For
Of The Latest
ment Can.
tage.
rd.
England.
IIGA
0455
6616
3.
T
GA A500
ALS
CHINES
state
9 8EN
lus
isk
ur
57
2,

POWER COMPUTING

Optical Hard Disk



External

Optical 128MB + 5 disks (eq. to 600MB)	£1275
Optical 128MB + 10 disks (eq. to 1GB)	£1450

A500 requires a suitable SCSI Host adaptor, not supplied

Internal (A1500/A2000)

Optical 128MB + 5 disks (eq. to 600MB)	£1075
Optical 128MB + 10 disks (eq. to 1GB)	£1250
SCSI Controller Card for A2000/A1500	£199

24 Bit Colour Card

16 million colours

GVP Impact Vision	£1655
Rambrandt	£1500
Harlequin 1MB	£1275
Harlequin 2MB	£1399
Harlequin 2MB	£1520
Harlequin 4MB	£1599
TV Paint 24 bit paint program	£899
TV Record	£169
TV Display	£79

Power Scanner Packs

Power Scanner, 512K of RAM with clock	£114
Power Scanner + PC880B	£159
Power Scanner + Dual Drive	£209
Power Scanner, 512K of RAM + Pro Page	£249
Power Scanner, 1MB of RAM + Pro Page	£270

Videon v3·0

Digitize and display all 4096 colours in high resolution
Digitize directly from colour video sources (VCR's, video cameras, video disc)
Dynamic hi-res without interrupting multi-tasking
24 bit compatible (Digitize 16·7 million colours)
68030 compatible

Videon v3·0	£199
Microgen Amiga Genlock	£199
Videon 3.0 & Microgen	£389

New PC880B

Now with X-Copy Professional!

Power Computing have teamed up with **Cachet** of Germany to bring you the **ultimate** in disk backup systems.

The **new PC880B** Drive can be used directly with the X-Copy Professional 'Cyclone' software without any extra cables or interfaces. This gives you the power and reliability of the proven 'Cyclone' backup software with the convenience of the **PC880B** floppy drive.

So now you can have two backup systems 'Blitz' and 'Cyclone' available at the touch of a button! and the **PC880B** still has our unique switchable anti-virus mode, preventing all write accesses to the bootblock of your floppy disks!

If you already own a **PC880B**, and the Cyclone copier, a hardware upgrade is available to take your drive up to the latest specification.

New PC880B with Blitz & X-Copy Professional software	**£99.95**
New PC880B (Cyclone compatible)	***£79.95**
Cyclone Hardware Upgrade for existing **880B** owners	**£15.00**

*This drive is available only to REGISTERED owners of X-Copy Professional. You must provide proof of purchase of X-Copy Professional.

SPECIAL UPGRADE OFFER!

If you consider your scanner system to be inferior to the Power Scanner, we will happily upgrade your software and interface for only **£49.95**

Power Scanner is compatible with most scanning heads.

A500

Amiga 500+	£399
Amiga 500+, 2MB	£445
Amiga 500+, 20MB Internal hard drive	£600
Amiga 500+, 52QMB GVP hard disk	£780
A1500, A3000 also available	£POA
Monitors and printers also available	£POA

Chips

256K x 4 DRAM	£5	4MB x 8Simm	£150
1MB x 1 DRAM	£5	1MB x 8Simm	£30
8372 Fatter Agnus	£39	1 x 4 Zip	£24
A3000 Static Column RAM			£24

Miscellaneous

Power Mouse	£15
Optical Mouse	£29·95
Replacement optical mouse mat	£9·95
A500 Dust Cover	£9
Maxell multi colour branded disks (10)	£9·95
Floppy disk	£POA

Blitz Amiga

Back up disks at lightning speed
Stops all external drives from clicking
Contains anti-virus from being written into the bootblocker **£25**

PC Emulators

KCS PC Power Board	£235
KCS A2000 Power Board, includes MS-Dos 4·01, GW Basic, Shell, Dos-Help & on-board memory	£209
Without Dos	£179
Adaptor for A1500/A2000/A3000	£69·95

Progressive Peripherals 68040 Accelerator Board

25MHz Motorola 68040
Built-in maths co-processor
Expandable up to 32MB of RAM
Software compatible with all 68040 family processors
Many more features

0MB RAM **£1449**	16MB RAM **£2109**
4MB RAM **£1569**	32MB RAM **£2525**
8MB RAM **£1689**	

Bare SCSI Hard Drive

52 Quantum **£199**	NEC 45MB **£179**
105 Quantum **£299**	NEC 100MB **£279**

(suitable for GVP Combo or GVP HC or Nexus HC)

Send your order to Power Computing Ltd, Unit 8 Railton Road, Woburn Road Industrial Estate, Kempston, Bedford MK42 7PN
Ring your credit card order through on **0234 843388 (10 lines)** or fax your order on **0234 840234**. Technical Helpline **0234 841882**

All prices include VAT, delivery and are subject to change. Specifications are subject to change without notice. Next day delivery £4·50 (U.K. mainland only), all trademarks acknowledged.

Power Computing SRL Italy, Via Delle Baleari. 90, 00121 Ostia Lido. Roma Tel (06) 5646310 (2 lines) Fax 5646301

Power Computing France, 15 Bld Voltaire 75011, Paris France Tel (1) 43570169 (6 lines) Fax (1) 43380435

Power Computing U.S.A., 21 South 5th Street, Suite 900, Philadelphia, PA 19106 Tel 215 922 0050 Fax 215 922 0116



Following a massive overhaul, Nick Veitch investigates what ASDG's *Art Department Professional V2.0* has in store.

altered imagery



Judge Dredd Copyright 2000AD Comics Group

There will come a time when you want to do more with a picture than load it into *DPaint* and play around with brushes. Maybe you'll want to adjust the colour balance or just make it fuzzy. It isn't easy doing it with *DPaint*, and it isn't accurate – what you need is an image processor. *Art Department Professional* has long been regarded as the leader in this field. Although it loses out to *Pixmate* when it comes to filtering, *ADPro* is the only package available that gives wide-ranging support for 24-bit colour graphics.

Another feature keeping *ADPro* on top of the pile is its excellent ARexx support, enabling the user to write comprehensive macros allowing the computer to get on with the work without having to wait for dithering humans. All the disk options, display, and filter functions can be performed from a script which not only helps with batch processing a large number of images, but can also be of use when several complicated operations must be made for an often-used effect.

PARLEZ-VOUS TARGA?

A picture may be worth a thousand words, but what if they're in the wrong language? *ADPro* comes with a wide range of loading and saving modules. This not only enables it to talk to a number of 24-bit cards but means that graphics created on other machines can be loaded, too. Unlike the Amiga world, where everybody uses a standard file format for graphics, in the Apple and IBM world it's very confusing. TIFF this, PCX that, TARGA the Otter (er, other) – and is that with LZW compression or without?

Never fear, *ADPro* will sort it out. In fact, with the new intelligent Universal loader option, you don't even have to know what type of file it is – if *ADPro* recognises it, it'll be loaded.

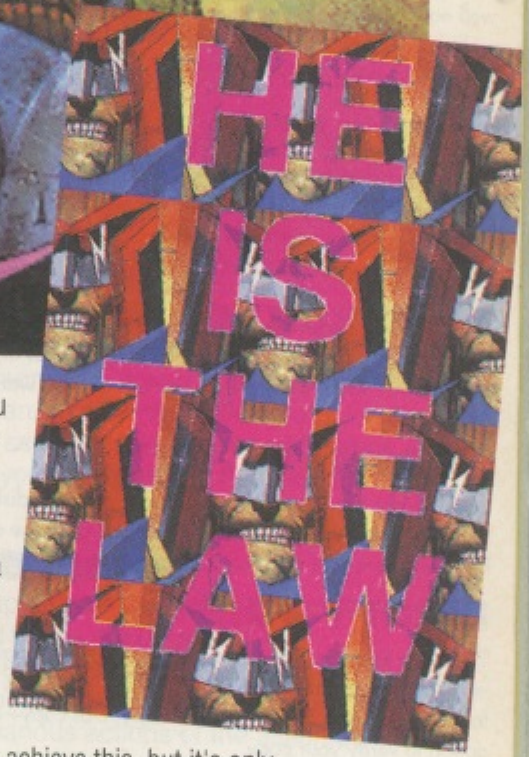
NEW FOR SYSTEM 2

Cosmetically, nothing has changed from earlier versions – but there are hidden depths. Most importantly, *ADPro* now supports the amazing JPEG standard. With the advances in scanning and printing technology, there's a need for very big image files – an A4 image at 12000 dpi isn't going to fit on a floppy.

Slower conventional archiving may only produce saves 30% which is not good if you are dealing with 15Mb files. JPEG gets around this by avoiding storing all of the picture. Using algorithms based on the way the brain actually sees things, some of the information is chucked away. The saving routine allows you to choose just how faithful to the original your JPEG file will be which then effects how small it will go.

There are a few new operators in *V2* as well as updates to the previous set. New is the ability to overlay text (from bitmap or CG fonts) on your artwork, and the Cropping Operator now gives a greyscale preview which makes precise cutting a lot easier.

ADPro has certainly improved over previous versions, but there is still an element lacking. The operators provided give you control over the image only in the very conventional ways. This is fine in the professional production of images prior to output, but one of the great things about art preprocessing packages should be that you can create art from the most humdrum image by a process of filters and operations. *ADPro* can't really achieve this, but it's only a matter of writing the new operators. This is the only flaw in what is an indispensable package for anyone involved in DTP, video, or other graphic work.



AD PRO
...at a glance

- JPEG support
- Loader and operator updates
- Text overlay
- New 24-bit card support
- Preview mode

VERDICT

A necessity for anyone who needs to manipulate graphics.

EASE OF USE	85%
VALUE FOR MONEY	90%
EFFECTIVENESS	96%
FLEXIBILITY	80%
INNOVATION	93%
OVERALL	**89%**

VIRUS FREE PD Ltd.

31 Faringdon Rd, Swindon,
Wiltshire SN1 5AR.
Tel: 0793 512321/512073
Fax: 0793 512075

FOR THE BEST IN AMIGA PUBLIC DOMAIN SOFTWARE

LABEL BASE V3.0
A Superb Little utility names & addresses, and producing labels. Very easy to use.

AMIGA FOX DTP
At last a PD desk-top Publisher with all the features of a commercial title. WYSIWYG. It's Amiga Desk Top Publishing at it's best. But best of all, it only cost's £2.00.

DATA EASY V1.3
If your after a powerful, but not to difficult to use DataBase then your after this. It's extremely easy to use, as the name sugests.

FREE COPY V1.4
If your fed up with having to type in pass words in on all our favourite games, well no theres no need too. With this superb copier it will take out Pass-word protection.

MESSY SID 2
Fed up with all the hassle of transfering PC files to the Amiga, well now you can do it with ease, Messy Sid 2 can upload as well as download Amiga or PC files back and forth from one machine to the other.

DISK MASTER V3.2
If your having problems with CLI or SHELL then get a copy of Disk Master, it allows you to copy, delete, rename files etc. It's very easy to use, even for a complete novice. Not A500+.

LAND BUILDER V3.2
Land Builder can create amazing looking pictures of Islands and sea etc, you just tell it what sort of view you want, and hit GO.

NCOMM V1.921
If you've got a modem then you should have this disk, it not only contains the best PD communications package available, but a whole host of additional archiving files as well.

D-COPY V2.0
This is the latest version of the excellent D-MOB copier, it's very fast and it couldn't be easier to use. Hundreds of features including Format, Nibble copy, Dos copy+ and the option to verify your copy.

UNI COPY V1.0
A great new multi-tasking multiple drive copier, that can backup from 1 drive to upto 3 Destination disks, it features various copy modes including Nibble and Doss copy.

HYPER CAT V1.2
Are you fed up with trying to find a certain utility on a certain disk, but have no idea were to start looking for it, well with this great disk Data base, you can store upto 9999 different disks/program names, and sort them either by name, disk number etc.

SPECTRUM EMULATOR V1.2
Ever wanted to run all your old 48K Spectrum software on the Amiga? Well now you can with this superb Emulator disk. Not A500+.

PROFESSIONAL D-COPY V3.0
Fed up with trying to backup software with the Workbench? Well now there's no need to, because with this great utility you can backup software you've never copied before, it's even better than X-copy! Not A500+

MED V3.2
The latest version of the best PD Music sequencer available. Fully compatible with the A500+, and it supports MIDI as well, easy to use, and instructions are easy to use.

RAD BECNCH V1.4
Ever been working on something important and your machines crashed before you've saved your work, well with this great utility you'll be able to retreive your data when ever your machine crashed. Not A500+.

IMPLODER V4.0
Is a great new file compactor which has taken the Amiga by storm, it can crunch files within seconds, thus allowing you to fit alot more information onto your disks.

COMPUTING DIAGNOSTICS
If your having minor problems with your Amiga, then this disk may be of use, it will test your mouse, keyboard, sound chips, graphics chips, and also your disk drive, and give you on-screen information on what it finds.

DISK OPTIMIZER V1.0
Do you wish your disks would load quicker, well your wish has come true, Disk Optimizer will sort your Data into order on your floppies as well as on Hard disks, thus making the machine able to load alot quicker.

BOOTX V4.4
This is the latest and most powerful Virus dector/killer available, it can search out and kill over 220 different Viruses including file viruses and the Saddam Virus which attacks Disk Vaildators.

BOOT BLOCK CHAMPION V3.2
This great boot block utility allows you to view a bootlock from a game and then save it out onto a blank disk for safe keeping, if for some reason your game disk gets a Virus then Boot Champion can re-install your BB.

DIR WORK V1.31
Dir work is a great new CLI replacement that allows you to copy/rename Delete etc any file without using CLI, simply click on the file you wish to copy select a destination disk, and hit go. Essential for the beginner.

VIRUS CHECKER V6.00
If you want to be sure you don't introduce a virus onto any of your disks then get hold of a copy of this great Virus killer that will run in the back of your workbench, checking any disks thats put in the drive as well as the memory. Version 6 can detect over 150 Viruses, inc file viruses.

TEXT ENGINE V3.0
Available now, the latest version of the best WordProcessor around. Features include: Spell Check, Cut, Paste, Tabs, etc.........

WINDOWS BENCH V1.0
If your sick of the look of your Workbench 1.3, then get a hold of this super disk, it will transform your old workbench into something a bit more upto date, not only that but it also contains a load of excellent utilities. Not A500+

MR BACKUP V5.02a
If your after an easy to use Hard disk backup system then Mr Backup will suit your needs, very fast data transfer too and from your HD.

RSI DEMO MAKER V2.0
A great new version of THE BEST Demo creator available. Features a host of new and enhanced options, including exploding fonts, and full Genlock support for Video Titling. NOT A500+

FIX DISK V1.2
Disk in drive DFO: corrupt, read/write erroron DF1: etc, etc, you've ever had this sort of message appear when you've inserted one of your disks into your drive, then you'll know how frustrated you can get when you can't get back all your valuable data. Well with fix Disk your problems are over, it can repair your currupt disks, and save any savable information, a must for any-one.

A full catalogue disk is available for £1.00, but is sent FREE with all orders.

BADBOYZ LICENCEWARE
BAD001 X-SYSTEM. Is a superb platform come shootem up game

BAD002 NORRIS. has been highly praised for it's cute GFX and great play, it's a hard job controlling Norris about but a huge amount of fun

BAD003 PHASE 2. Is a great new horizontal shoot-em up featuring 3 layers of parallax scrolling and 5 in game tunes.

BAD004 DARK THINGS. Is written by the author of Phase 2, and features the same high standard of graphics & sound. Highly recommended as one of the best Licence-ware platform games available.

BAD005 TRON 2000. Is highly addictive Light Cycles clone, 2 Players only.

All the above titles are only £3.00 each

PLAY'n'RAVE
Do you wish you could produce bigger Molules in Sound-Tracker? Well now you can..... With Sound-tractor on a standard Amiga you can only produce Modules of around 350K, but with Play'n'Rave you can produce a TRAK upto 12meg long on a standard 512K Amiga. PLAY'n'RAVE does this by joining Modules together to in effect produce one big Module. Thus allowing long and varied Traks.
PLAY'n'RAVE comes with a TRAK player so you can produce brilliant PD music disks that will play continaslly for hours without a break.

PLAY'n'RAVE is currently only available from

for only £7.99 inc

PD DISKS PER DISK

1 Single Disk	£3.00	2 - 5 PD Disks	£2.00
6 - 10 PD Disks	£1.75	11 - 20 PD Disks	£1.50
21 - 99 PD Disks	£1.25	100 + PD Disks	£1.00

Deja Vu Software	£3.50
BAD BOYZ Licenceware	£3.00
FISH Disks	£1.00
Power Games	£2.99
JNK Disks	69p each
Postage in UK	FREE

+ = A500+ Compatible, - = Not A500+ Compatible. A note to all A500+ owners, some disks contain more than one program, and on a large compilation not all programs are guaranteed to be compatible.

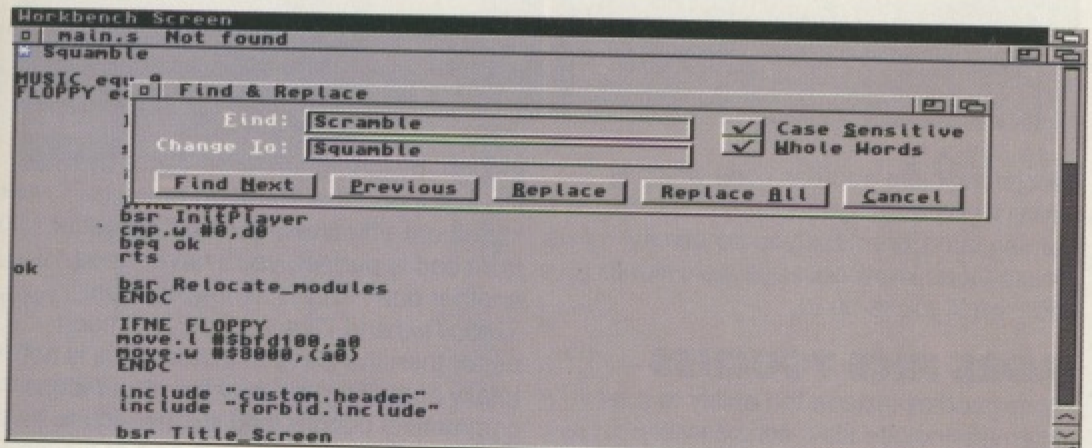
ORDERING DETAILS
Orders can be placed either through the post, with payment being made by Cheque, Postal Order, or Credit Card. Payable to VIRUS FREE PD
You can also Phone or fax your order to us, giving your credit card details etc.
Our Phone Lines are open 9.30am-5.30pm Monday to Saturday. No Answer Phone.
Most orders are despatched within 24 hours, by first class post.
Postage is included on all UK orders.
Oversea's orders please add 25p per title ordered.

100% Amiga

HiSoft's new assembler

self assembly

Does the world really need another Assembler? John Kennedy ponders this deepest of questions as he muses over HiSoft's 'new look' *Devpac 3* – the sequel.



The editor in action. All requestors have a nice grey Workbench2-ness about them.

YOUR NUMBER'S UP

I've always thought you'd have to be a very strange kind of person to get excited about Assemblers. At their most basic level, they do nothing more than convert strange-looking files of gibberish into even stranger-looking files of gibberish. No sampled sound effects or digitised graphics, just screens of text. This begs the question: does the world really need another one?

Of course it does. Although an Assembler either works or it doesn't, how it goes about its business is of prime importance. Assembly language programming is so incredibly challenging that it can become addictive. If the bug bites you can end up spending hours in front of your computer, so it's vital that the software is as user-friendly and powerful as possible.

Probably because it was the best, *Devpac 2* rapidly became the standard Amiga Assembler, used by professional and amateur programmers alike. There have been many contenders but none have stolen the crown. *Devpac 2* was the best, but it wasn't perfect. It's source editor was dire. Anyone with an ounce of sense used an editor such as *TurboText* or *Cygnus Ed 2*. Users of these looked at the menu options marked ARexx, and knew their time would come. New processors, Amigas, Workbenches and yup, you guessed it, a new version of *Devpac*.

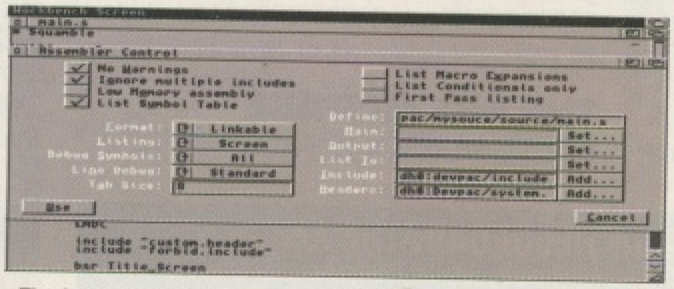
WHAT'S IN THE BOX?

Devpac is more than an assembler – it's an assembly language development system. For your money, you get the Assembler (GenAm), the Editor, a debugger (MonAm) and all the support files you're likely to need (called Includes – more on them later).

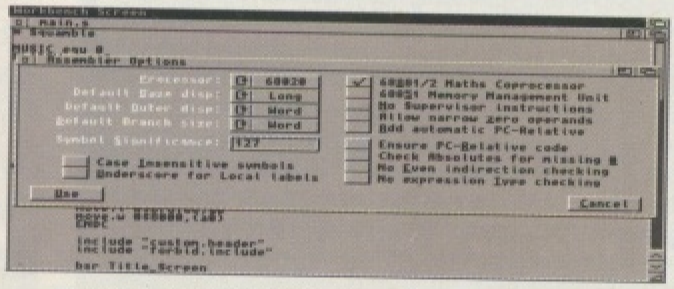
GenAm can be invoked directly from CLI with a list of options and the name of your assembly language file, but if you click on the 'Devpac' icon, this loads the Editor and provides full and immediate access to both GenAm and MonAm – far easier than messing about with CLI. After typing in your source, you simply select an option from the menu and – Voila! – your code is assembled, linked, and given an icon. All GenAm's multitudinous features can be be selected from menus within the Editor, so you'll never really need to see the CLI.

ASSEMBLER . . . at a glance

- Latest and best assembler for the Amiga
- New editor
- Supports all Motorola chips
- Runs on everything from an unexpanded A500 to an A3000
- No ARexx!



The Assembler control screen, available from within the editor. From here, you choose the paths for any files, the format of the final code and whether a listing is to be produced.



The many Assembler options - please choose your hardware.

INCLUDE FILES To use any of the Operating System routines (such as 'Exec', 'Intuition', and so on) you need a set of files called the 'Include Files'. These provide information to describe the various functions and their data types. Without them, you're completely sunk, and Commodore have decided that if you want them, you must pay. You can either become a registered developer (i.e – pay Commodore) or buy a package which comes with the files as an integral part (i.e – pay someone who has paid Commodore). This is the reason why Public Domain assemblers and compilers are never supplied with the Include files – they're legally obliged not to. *Devpac 3* comes with both Workbench 1.3 and Workbench 2.0 Includes to ensure that your code will run on whatever machine you want it to.

MACRO MAGIC

GenAm supports all the normal directives associated with a good Assembler. Directives are instructions which are not turned into machine code, but control various actions of the assembler itself, and determine everything from how the listing appears when printed, to the choice of processor the code is to be run on.

GenAm is a Macro Assembler, which means that you can define your own assembler mnemonics. Careful use of mnemonics will transform your programming, as it allows you to add your own instructions to the current instruction set. For example, although there is no increment instruction on the 68000, you can write your own: inc MACRO addq. \0 #1,\1 ENDM

Every time you use 'inc.w d0' in your source, the assembler will automatically expands this to 'addq.w #1,d0'. Macros are especially useful on the Amiga, and they can be used to define new data types, rather like

self assembly

the C's STRUCT command. It would have been nice if HiSoft had included more Amiga-specific example macros on disk, as very few programmers make full use of the facilities they offer.

When you think you have finished writing your source, GenAm will perform an optimisation as it assembles, which usually save a few hundred bytes and speed your program up slightly. Bugs permitting, you can run your program without leaving *Devpac* to see if everything is going as it should be.

NEW FOR DEVPAC3

The two big improvements made to *Devpac 3* are the vastly-improved editor and the addition of support for higher members of the Motorola family. The editor has been completely re-written by ex-Rombo bod, Keith Wilson, and strongly adheres to the traditional Amiga style. It now supports multiple files, standard cutting and pasting, sensible keyboard short cuts and user-definable macros. Nice touches also include the facility to choose how to view your multiple files, support for extra fonts and a comprehensive and easy-to-use link with GenAm.

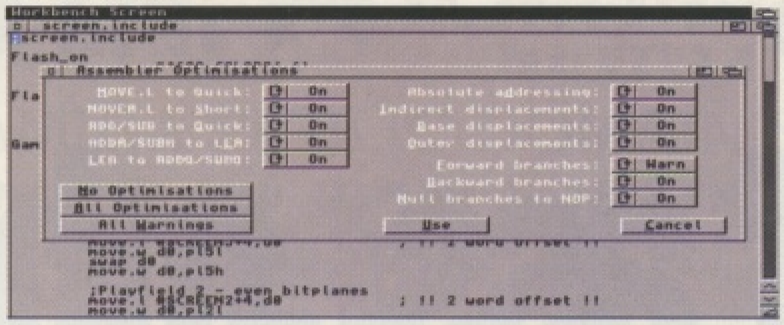
ADDRESS BOOK
HiSoft
The Old School
Bedford
Mk45 5Br

However, the editor does not support folds, a technique for hiding text when it isn't needed. The use of folds make programming easier, and are sorely missed.

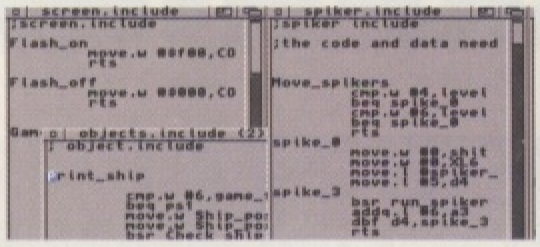
In these days of high-powered, low-cost silicon implants, more Amiga owners have 68020s, 030s or even 040s with all the associated maths co-processors (FPUs) and memory management units (MMUs) installed. And, of course, the Amiga 3000 comes with a 68030 as standard. *Devpac* now fully supports these chips, and the new mnemonics needed to use them.

The machine code monitor is as powerful and forbidding as ever, although it has been updated to allow multiple source files and full support for the higher processors. MonAm is an invaluable debugging tool which is yet to be matched.

Devpac 3 will also save files in standard Motorola S-record format. This is a special absolute address code which is useful if you ever need to write code for burning into Eproms. If you do use it, please let us know because we'd like to know what you're up to.



Left: Assembler optimisations. You might think your *code is perfect, but Devpac* has other ideas.



Bottom left: Editor overboggle – how many text files do you really need to see at once? *Devpac* can display more.



Below: MonAm the monitor in operation.

MORE NICE TOUCHES

Other goodies include the ability to pre-assemble Include files, considerably speeding up assembly times. The entire set of Commodore Includes can be treated in this way, saving valuable disk space. For more speed, you can keep the Include files in memory if you require.

Surprisingly, *Devpac* will still run on an unexpanded A500, although with most programming projects it won't be long before the lack of memory becomes a problem. *Devpac* is still novel, though, in that it will run on every Amiga currently in production.

As well as the excellent (but typo prone) manual, HiSoft have included a useful publication called the Pocket Programming Guide. Although my pockets seem to be of the non-programmable variety, the book proves to be extremely useful as it lists every instruction available on the 68000/68010. Until you get to the point where you can recall the entire Motorola instruction set in your sleep, this book will be well thumbed. It's a pity the guide didn't include the remaining 68020/30/40 and 68881/8882/5551 chips as well.

THE BIG MISTAKE

HiSoft have almost spoiled everything, though, by ignoring ARexx. Sigh. By refusing to support this standard protocol, HiSoft are effectively saying 'Our editor front end is perfect, you'll never need another one'. This is simply not true! *TurboText* and *Cygnus Ed 2* are much better than the *Devpac* editor. This is not totally surprising, as they are stand-alone commercial editors, and it's their job to be the best. *Devpac*'s editor is part of a suite of programs and, as such, is unlikely to have as much development time devoted to it. But why hamper the user from enjoying the facilities of *Devpac* from their own favourite editor? Of course it is possible to use GenAm's CLI options from some third-party text editors, but ARexx is the proper way of doing things.

Unlike *CED* or *Turbotext*, *Devpac*'s editor has the annoying habit of occasionally converting source into (harmless) rubbish. It also filled a file full of white blobs during a keyboard macro.

CONCLUSION

It goes without saying that *Devpac 3* will become the new Amiga Assembler standard. It has everything that a 680x0 programmer needs, and more. Unfortunately, when it comes to the Amiga side of things, it's lacking. It needs ARexx, and for this Workbench 2 incarnation not to support it is a crime – and it also needs a Code Profiler to discover bottlenecks in your code. The editor needs a session with MonAm, too. In the end, though, *Devpac 3* is a 680x0 assembler rather than an Amiga-dedicated assembler.

IS ASSEMBLY LANGUAGE REALLY NEEDED ON THE AMIGA?

With near-assembly level languages, such as C, around, you may wonder if anyone actually needs to program in Assembly language these days. Surely, you may say, if I wanted to write a fast game I'd use something like *AMOS*. Why re-invent the wheel?

Good point. But what was *AMOS* written in? Assembly language. There is nothing faster than a good Assembly language program, and there never can be. Even a C program must be converted into machine code in order to be run. By writing a program in code to start with, you can be sure that it won't be topped for size or speed.

Using the official Include files, you can make full use of every Amiga Operating System resource in assembly language. In fact, it's almost as easy to do in code as it is with C - that's not saying much, though. It's more exciting to hit the custom chippery direct.

The Amiga is such a powerful beast of a computer that programming in this way is even more fun. Using machine code means you can really get into the nooks and crannies of all the custom chips. If you think you know your Amiga, you're in for a big surprise. Just get in there, ask the OS to look the other way and then start poking those registers. Programming the Amiga like this is a return to the good old days of C64s and Atari 8-bits. Except of course, that the hardware is infinitely more advanced.

VERDICT

Not perfect, but destined to be the new standard...

EASE OF USE	95%
VALUE FOR MONEY	80%
EFFECTIVENESS	90%
FLEXIBILITY	95%
INNOVATION	70%
OVERALL	**86%**

POWER COMPUTING

Power Scanner v2.0



Features
100-400 DPI scanning resolutions
64 Greyscales
Thru'port for printer

Software
Full screen image editor
Interlace mode on/off
Edit true greyscale & colour images
Fully multi-tasking

Editing
Cut rectangle, cut lassoo, crop, flip, rotate, scale, draw, lines, circles, boxes elipses, freehand, zoom mode

Scanning
Unique 'True feel' real time scan mode - Know instantly if you are scanning the image too quickly
Automatic selection of 100-400 DPI
Produce true greyscale images



Actual Amiga Screen Shots

£99 inc. VAT GREYSCALE — £239 inc. VAT COLOUR

PC880B Power Drive



£69·95

Viruses, diskswapping, clicking drives, disks which won't back up. Is there no end to the whingeing of the Amiga user?

At Power, we want to tell you just where you can stick your disks and worries. In fact we will show you. The slot in this picture belongs to our PC880B, the first intelligent disk drive. Insert a disk.

Now you can back up at lightning speeds using the inbuilt Blitz Amiga hardware*, with free software, (even if the disk is Atari or PC) and if your computer has a virus the PC880B will stop it being written to the bootblock of any of your drives, though you can still save files as normal.

When you do not want these features, switch them off and the PC880B will sit quietly, without clicking, pretending to be simply an extra drive.

The PC880B, the only drive to introduce Blitz Amiga, the Power anti-click device and to combat viruses, is only available direct from Power, priced at just **£69·95**

We have noticed how pricey unintelligent drives are. Perhaps, it's your turn to tell people where to stick it.

*Due to the precision nature of the Blitz copier high density disks may be required with some internal drives.

Dual Drive



£125

Our latest dual drive uses the slimline, ultra low power NEC drive mechanism. This drive takes less than half the power of a normal floppy drive. The new dual drive includes all the features you would expect from a Power Computing Drive.

The NEC drive mechanism is able to access high density 1·44MB disks. While this may not be of use to you at the moment (the Amiga can only access 880K), watch this space for our new 'high density' Interface, on the market soon!

Whisper quiet operation

Blitz Copier built-in (switchable)

Virus blocker built-in (switchable)

Anti-click

PSU included

New Products

Released or available soon
8MB board with thru'port
1.44MB interface
1.44MB disk drive
Scanner software upgrade
PC880B with X-Copy
Power Scanner v2.0

Name

Address

Postcode

Telephone No.

System owned

Description

Credit card No.

Expiry date

I enclose a cheque/postal order for
£

Signature

Make cheques payable to **Power Computing Ltd**

Power Computing Ltd
Unit 8 Railton Road
Woburn Road Industrial Estate
Kempston Bedford MK42 7PN
Ring your credit card order through on **0234 843388** or fax your order on **0234 840234**

All prices include VAT, delivery and are subject to change. Specifications are subject to change without notice. Next day delivery £4·50 (U.K. mainland only), all trademarks acknowledged.

Power Computing SRL Italy, Via Delle Baleari, 90, 00121 Ostia Lido, Roma
Tel (06) 5646310 (2 lines) Fax 5646301

Power Computing France, 15 Bld Voltaire 75011, Paris France
Tel (1) 43570169 (6 lines) Fax (1) 43380435

Power Computing U.S.A., 21 South 5th Street, Suite 900, Philadelphia, PA 19106
Tel 215 922 0050 Fax 215 922 0116

TECHNO SOUND TURBO

Stereo Sound Sampling System For The Amiga

- ★ Song Sequencer.
- ★ Midi Sequencer.
- ★ Variable Digital Delay.
- ★ Variable Cut Buffer.
- ★ Full Maltitasking.
- ★ Over 100 Interactive Functions.
- ★ Simple To Use Tutorial and User Guide.
- ★ Stunning Real Time Effects Include - Echo - Reverb - Halt - Phaser.
- ★ Extensive Editing and Looping Facilities.

ONLY £29.99

PROTEXT WORD PROCESSING PACKAGE

Word Processor, Spelling Checker, Mail Merge.
It's Faster, It's More Flexible and Protext version 4.3 is
ONLY
£49.95

PRINT FULL COLOUR ON YOUR MONO PRINTER

Colour kits available for Star LC10, LC20, Star 24 pin, Panasonic 1080/81, 1124. Epson FX80, FX85, FX100, LX80, Citizen 120D, 120D+. Complete kit (including software) is
only £39.95
Please state make & model when ordering. Kits for other printers available please phone.

FLEXIDUMP 2

- ★ New release of the superb colour graphic printing program with a host of new features and facilities.
- ★ Colour balance (for dark digitised, IFF or HAM pictures) Gamma correction. Ink correction. Colour sieve.
- ★ Sideway printer. Poster printer. Colour separation. Pattern rotate.
- ★ Multiple print facility for letterhead, invitation cards, Labels.
- ★ Colour catalogue (prints a miniature of each picture) mirror, under colour removal, aspect ratio control.
- ★ Select area to print, select size you wish to print. Ideal for T-Shirt printing.
- ★ Drives a wide range of colour printers 9 & 24 pin. Including LC200, LC200 24, LC10, LC20, Citizen 9 & 24 pin, Swift, Nec, OKI etc.

Only £39.95.

Upgrade from Flexidump to Flexidump 2 £11.75 return master.

FLEXIDUMP BUBBLE JET

FOR CANAON AND STAR BUBBLE JET PRINTERS WITH AUTO COLOUR SEPARATION PLUS ALL THE FEATURES OF FLEXIDUMP.
£49.95
FULL COLOUR PRINTING ON YOUR BUBBLE JET.

RECYCLE IT

Don't throw away your Plastic Printer Ribbon Cases when the ribbon wears out. Just take the top off, take out the old ribbon and reload it with a new one. It's simple. Full instructions supplied.

Reloads for:-
Star LC200 9 pin 4 colour (normal ink) 5 reloads ....only £23.50
Star 24 pin 4 colour (normal ink) 5 reloads ....only £28.50
Citizen Swift 4 colour (normal ink) 5 reloads....................only £39.95

T - SHIRT PRINTING RIBBONS
PRINT ON NORMAL PAPER, IRON ON T - SHIRT

4 Colour Citizen Swift	£29.61	1 Colour Citizen 120D/Swift	£9.87
4 Colour Citizen Swift (reload)	£15.05	1 Colour Star LC10	£9.87
4 Colour Star LC10	£14.57	1 Colour all Star 24 pin	£11.75
4 Colour Star LC200 9 pin	£29.61	1 Colour Epson FX80/LQ400/MX80	£9.87
4 Colour Star 9 pin (reload)	£12.22	1 Colour Epson LX80	£9.87
4 Colour Star LC200 24 pin	£33.84	1 Colour Epson FX100	£9.87
4 Colour Star 24 pin (reload)	£14.10	1 Colour Panasonic KXP 1080/81/1124	£11.75

Heat Transfer pens 5 large red/orange/yellow/green/blue. Large pens have a marker size nib............£15.04 a set
Heat Transfer pens 5 small red/orange/yellow/green/blue. Small pens have a fine nib............£11.75 a set

T-SHIRT RIBBONS NOW AVAILABLE IN RED, BLUE, GREEN, YELLOW and BLACK FOR A WIDE RANGE OF PRINTERS

ALL PRICES INCLUDE VAT AND CARRIAGE
How to order: Enclose cheque/PO made payable to: CARE ELETRONICS or use Access/Visa.

CARE ELECTRONICS

Dept CU, 15 Holland Gardens, Garston, Watford, Herts, WD2 6JN. Tel: 0923 672102

Phone our order line on 0923 894064
Answerphone outside normal hours fax 0923 672102
PRICES INCLUDE VAT AND CARRIAGE

DO YOU HAVE SOFTWARE THAT NEEDS MARKETING? IF SO CALL NOW 0923 672102

packin' em in

Space – it's never big enough. Nick Veitch puts the squeeze on *Powerpacker 4.0*, the latest version of the popular cruncher.

CRUNCH TIME

No matter how much online storage you have, it never seems to be enough. Even if you are lucky enough to own a hard disk you will come across the problem soon enough – 20 megabytes isn't a lot when you have a fetish for large sound samples.

One solution is to archive the files. Good thinking – but then you discover that you actually want to use one of those archived applications. No problem, just unarchive it. Wrong. By now the space you have saved will be filled with all sorts of graphics files and text memos, updated libraries and device handlers for interfacing to a Prime mainframe. There's never going to be enough room to unarchive your application back to its original size. In steps *Powerpacker*. Not only does it compact the files, but even after they have been shrunk by 50%, you can still run them. The secret is in a small header file that unpacks the files as they load into memory.

ADDRESS BOOK

Powerpacker 4.0 is available at £14.95 from Database Direct, P.O. Box 2, Ellesmere Port, South Wirral, Cheshire L65 3EA.

The *Powerpacker* series has been around for some time and lots of stuff you may find on our disks has been packed in this way. So what's new for version 4.0? For a start it's faster, not a lot faster than V3.0, but you can save a few seconds on a 100k file. Then there's the ARexx support.

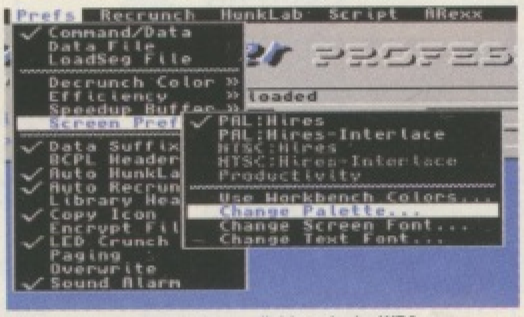
WHY BOTHER WITH AREXX?

Powerpacker already had a powerful macro scripting function for those tough hard drive optimisations, so what is the added benefit of having another scripting language? Well, for a start you could make intelligent scripts that would search through your disk and crunch all the data files of a particular type. You could set up scripts to run from other packages to automatically crunch data as soon as it was saved. You could also do the reverse.

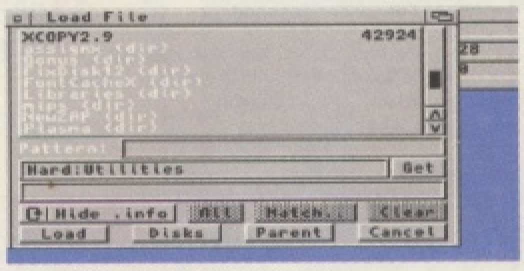
ARexx is democracy for the user – no more being pushed around by applications. If you don't like what you get or you don't want to work the way the programmer intended, you can just write your own.



Crunching has been improved dramatically by the fuel gauge.



Some of the display modes available to lucky WB2 users.



Requesters are now a bit more friendly.

SUSPECT DEVICE

The new 'loadseg' utility enables you to crunch workbench support files, such as libraries and devices. By adding a simple command to your startup sequence, all workbench programs that need to access these files will be able to use crunched versions instead. This will enable you to pack even more on a bootable workbench disk. You must remember to use 'pploadseg' otherwise you could find yourself in big trouble – it's a good idea to run 'loadseg' before you start crunching library files, just in case something untoward happens.

NEW FOR 2

Workbench 2 owners will also be able to benefit from any screen mode supported by the present display choice – though why you need super productivity mode to crunch a few files is beyond me. *Powerpacker* will also use the new Public Screen structure (which enables applications to open a window on the currently active public screen) and any urgent messages will be sent there.

The new Iconify feature of workbench is also supported, allowing *Powerpacker* to be frozen to a workbench icon at any time (except during the execution of a script). It can then be reactivated by double-clicking on the icon.

CONCLUSION

The *Powerpacker* suite of utilities are an essential purchase for anyone who has ever dreaded the appearance of the notorious 'Disk Full' requester. The professional versions (3.0 and higher) are well worth twice the price considering the increase in speed and the added flexibility over the earlier shareware versions.

POWERPACKER
. . . at a glance

• Arexx compatible • Supports other crunchers • Freely distributable support files • WB2 and WB1.3 versions supplied

VERDICT

Essential for anyone with limited storage space

EASE OF USE	83%
VALUE FOR MONEY	98%
EFFECTIVENESS	86%
FLEXIBILITY	88%
INNOVATION	80%
OVERALL	**87%**

P/X Your old 500 for a new Amiga 1500 for only £379.95

DIAMOND

ROCTEC Slimline External Drive For The AMIGA ONLY £49.95

CAPTAIN DIAMOND'S 500 EXTRAS PAGE

ALL PRICES INCLUDE VAT

ROCTEC PRODUCTS

Hard Drive For A500.

simply the best in our opinion

External hard drive with streamline plastic casing for perfect fit to A500. Autoboot + Autoconfig with Kickstart 1.3 and above. Supports up to 2 IDE Hard Drives + 7 SCSI Drives or devices with the SCSI External Port. Expandable to 8Mb SIMMs memory with 2Mb, 4Mb increments. External power adaptor unit included. Games Switch to disable HDD and memory or disable HDD only for full games compatibiliy. Quiet + reliable operation with cooling fan. User friendly installation + easy upgrade.

ROCHARD HARD DRIVES FOR YOUR AMIGA

0Mb Rochard IDE Card 0k	£199
0Mb Rochard IDE Card 2Mb	£249
0Mb Rochard IDE Card 4Mb	£299
0Mb Rochard IDE Card 6Mb	£349
0Mb Rochard IDE Card 8Mb	£399
52Mb Quantum Hard Disk 0k	£349
52Mb Quantum Hard Disk 2Mb	£399
52Mb Quantum Hard Disk 4Mb	£449
52Mb Quantum Hard Disk 6Mb	£499
52Mb Quantum Hard Disk 8Mb	£549
105Mb Quantum Hard Disk 0k	£449
105Mb Quantum Hard Disk 2Mb	£499
105Mb Quantum Hard Disk 4Mb	£549
105Mb Quantum Hard Disk 6Mb	£599
105Mb Quantum Hard Disk 8Mb	£649

All Rochard drives and controller cards come with a 2 year warranty

GENLOCKS

Rocgen	£89.95
Rocgen +	£124.95
Rendale 8802	£119.95
G2	£575.00
G2+	£999.00

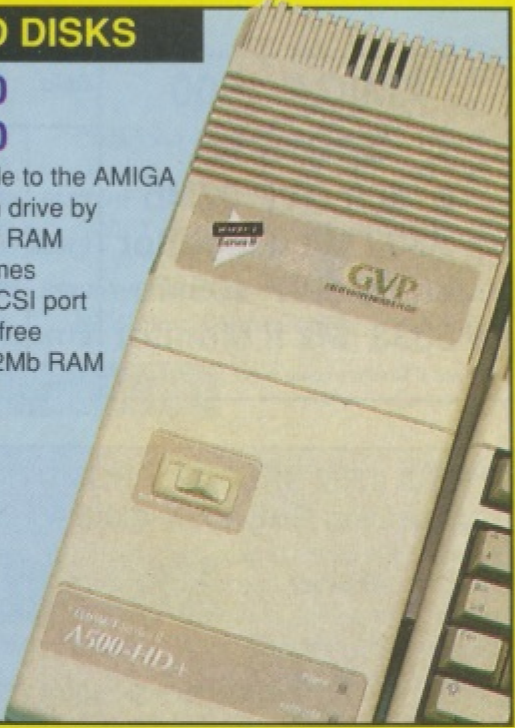
EXTERNAL FLOPPY ROCTEC DISK DRIVES

UltraSlim Roclite	£54.95
Slimline Roctec	£49.95
CDTV DRIVE	£64.95
AMIGA internal floppy	£39.95

GVP SERIES 2 HARD DISKS

52Mb ONLY **£369.00**

105Mb ONLY **£529.00**



Perfectly matched in colour + style to the AMIGA 500p. 11ms access drive. 1" high drive by Quantum. Room for up to 8Mb of RAM expansion. Cut Off switch for games Expansion 'Mini Slot'. External SCSI port Dedicated PSU and fan. 2 years free warranty. Add **£65.00** per extra 2Mb RAM

52Mb	Ok	£369.00
	2Mb	£434.00
	4Mb	£499.00
	6Mb	£564.00
	8Mb	£629.00
105Mb	Ok	£529.00
	2Mb	£594.00
	4Mb	£659.00
	6Mb	£724.00
	8Mb	£789.00

MONITORS

High Res 14" colour	£349	High Res 21" colour	£1599
Microway Flicker Fixer	£149	CBM Flicker Fixer	£199

PHILIPS 8833 MkII colour monitor +F19 promo and free lead & Dust cover only **£229**

DISKS

We sell overf 1,000,000 of our own high quality branded diskettes. Because our name goes on the disks we ensure that the quality meets our exacting standards. We normally source Sony Bulk because of their high clip rate. *Clip Rate is the amount of oxide that a disk can loose before it becomes unuseable.*

DIAMOND DS D/D 135 T.P.I. 3.5"

1-49	50-99	100-199	200-500	500 +
£0.40	£0.39	£0.38	£0.37	£0.36

50 disks in 100 capacity lockable box **£22.95**

DIAMOND HD 3.5"

1-49	50-99	100-19	200-500	500 +
£0.59	£0.58	£0.57	£0.56	£0.55

Storage Boxes	3.5"	5.25"
100 capacity	£4.95	£4.95

150 capacity Passo stacking box **£15.99**

Cleaning Kits (Limited Offer)	3.5"	5.25"
Disk drive cleaning kits	£0.99	£1.95

ARE YOU GETTING IT?
OUR NEW CATALOGUE IS OUT NOW! POP INTO YOUR NEAREST DIAMOND STORE FOR A FREE COPY WITH ALL THE LATEST SOFTWARE



THE DIAMOND PRICE PLEDGE

If, whilst buying goods from us, you can show us a better price on the same goods from one of our U.K. competiors then Diamond will match that price.

Even if our prices have increased, we will honour the prices in this advertisment on items in stock.

This PLEDGE applies only to customers producing or relying on this advertisment before the end of the month of publication. It does not apply to competitors prices offered in closing down or stock clearance sales.

UPG
YOUR O
TO A BRAND
1500 FOR £379
WHEN YOU P/X

WANT A 1500
With Workbench 2.04?
GOT A 500?

SWAP IT FOR
ONLY £379.95

CAPTAIN DIAMOND'S 1500 & 3000 CENTRE

ALL PRICES INCLUDE VAT

AMIGA 1500 Specials	0Mb	P/X	2Mb	P/X	4Mb	P/X	6Mb	P/X	8Mb	P/X
A1500 GVP 52Mb	£839	£669	£899	£729	£959	£789	£1019	£849	£1079	£909
+ 8833 Mk II Monitor	£1039	£869	£1099	£929	£1159	£989	£1219	£1049	£1279	£1109
A1500 GVP 105Mb	£978	£808	£1038	£868	£1098	£928	£1158	£988	£1218	£1048
+ 8833 Mk II Monitor	£1178	£1008	£1238	£1068	£1298	£1128	£1358	£1188	£1418	£1248

all MK II Monitors come with F19 promotion

PX= Part Exchange From Amiga 500 to Amiga 1500

AMIGA 3000

The NEW
Commodore AMIGA 3000
25Mhz processor,100Mb hard disk, 4Mb Fast RAM, 2Mb Chip RAM, + SCALA + Deluxe Paint IV

£3295.00 INC VAT

AMIGA 1500 SPECIAL PROMOTION
Comprising RHE NEW AMIGA 1500 PACK

Amiga 1500 52Mb 9ms access hard disk driven by the NEXUS SCSI hard disk controller with 2Mb of RAM which can be expanded in 2mb steps up to a maximum of 8Mb. The NEXUS also comes with a suite of storage software utilities: Flashback, Powerbench, SmartCache, Spoolit, DiskSurgeon, InstantFormat, MemoryDoctor. Utilities to enhance the control of your SCSI hard disks.

ALL DIAMOND 1500'S COME WITH NEW WORKBENCH 2.04

Software with the machine comprises DeluxePaint III, The Works, Home Accounts, 3 Games (Puzznic, Toki and Elf), and a book entitled "Get The Most Out Of Your AMIGA".

ONLY £899
Or with 8833 MKII Monitor + F19 Promotion **ONLY £1099**
Or with Multisync Monitor and CBM Video Card (Flicker Fixer) **ONLY £1349**

PROGRESSIVE PERIPHERALS

68040 Board for your A1500/2000
50 MHz Clock speed

0Mb RAM	£1499
4Mb RAM	£1599
8Mb RAM	£1699

FUSION 40 68040

The Leader In Accelerator Cards with 4Mb on board RAM £1299

//////////////////// GVP PRODUCTS FOR THE AMIGA 1500 &2000 \\\\\\\\\\\\\\\\\\\\

22MHz ACCELERATOR

22MHz 68030 CPU
68882 22MHz maths co-pro
1Mb 32-bit RAM installed
Expands to 13Mb 32-bit RAM. 32 bit SCSI HD on-board controller

This low-cost, quality 68030 accelerator, memory upgrade, SCSI device and 68882 maths co-processor board offers the perfect introduction to low cost upgrades for the Amiga. It is supplied with 1Mb 32-bit RAM, upgradeable to 13Mb 32-bit RAM. This card runs approximately 7 times faster than a standard Amiga 1500/2000.

ONLY **£585**

33MHz ACCELERATOR

33MHz 68030 CPU
68882 33MHz maths co-pro
4Mb 32-bit RAM installed
Expands to 16Mb 32-bit RAM. 32 bit on-board SCSI controller

This fast 68030 accelerator, memory upgrade, SCSI device interface board delivers uncompromising speed and performance without a high price. It can take 16Mb 32-bit RAM and is supplied with 4mb of 32-bit RAM installed along with a 68882 maths co-processor. Runs approximately 11.5 times faster than a standard Amiga 1500/2000.

ONLY **£989**

50MHz ACCELERATOR

50MHz 68030 CPU
68882 50MHz maths co-pro
4Mb 32-bit RAM installed
Expands to 32Mb 32-bit RAM
32 bit AT HD controller

The fastest accelerator card and memory upgrade available from GVP. Featuring a 68030 CPU running at 50MHz, on-card expansion to 32Mb of 32-bit RAM and an IDE hard disk interface all on one card. Makes your Amiga run approximately 13 times faster than a standard Amiga 1500/2000.

ONLY **£1789**

IMPACT II HC8

Wide range of drive sizes
52Mb and 105Mb options
Sockets for 8Mb RAM
Uses easy to install SIMMs
Supports virtually any SCSI device.

This is the equivalent of the HD8+ hard drive, but for the Amiga 1500 and 2000 models. It features the same unmatched facilities and performance giving unrivalled power. With GVP's innovative custom chip design, easy and user friendly installation and software, the HC8 is both powerful and simple to use.

52Mb version **£295**
105Mb version **£425**

150Mb STREAMER

Over 6Mb per min. backup
Comes with GVP TapeStore software
Mounts in the 5.25" drive bay Optional external casing Includes 1 DC150 cartridge

This high-performance media back-up tape streamer device for the Amiga uses industry standard 150Mb DC150 cartridges. With backup speeds in excess of 6Mb per minute, the GVP WT150 is a fast and efficient back-up method to offer peace of mind for serious users. The WT150 tape streamer requires SCSI interface such as Impact II

ONLY **£739**

IMPACT VISION 24

768x580 PAL resolution
Supports composite video, S-VHS and RGB signals
Broadcast quality genlock
Software included

This is the very latest 24-bit Profesional Video Adapter. It features 16 million colours, built-in genlock, flicker fixer, frame buffer, frame grabber and digital keyer. Supplied with Caligari 3D modelling and rendering software, Scala IV24 video titling software, plus Macro Paint 24-bit paint package.

ONLY **£1785**

SUPRA 8Mb BOARD FOR 1500/2000

Bareboard	£89
Add	£69 for 2Mb
Add	£138 for 4Mb
Add	£207 for 6Mb
Add	£275 for 8Mb

CAPTAIN DIAMOND 3000 "BASHER" PACK

The New Commodore Amiga A1500 with twin 3.5" floppy drives, Multisync Colour Monitor, CBM Flicker Fixer (video card), 68030 33MHz Processor, 105Mb hard drive with 4Mb RAM and s/w, Deluxe Paint III, The Works, Home Accounts + 3 Games Puzznic, Toki and Elf.

ONLY **£2595** INC VAT

NEXUS BOARD

Bareboard 0Mb HD 0k RAM
ONLY **£149**

Prices for Nexus Board options

RAM	0Mb	2Mb	4Mb	6Mb	8Mb
No HD	£149	£199	£249	£299	£349
52Mb HD	£299	£349	£399	£449	£499
105MbHD	£399	£449	£499	£549	£599

AMIGA HARD DISK 20Mb NEW MODEL P.O.A.

NEW EXTERNAL 690 CD ROM + 2 GAMES ONLY £299 INC VAT

CAPTAIN DIAMOND'S EXTRAS PAGE

IVS TRUMPCARDS

ONLY **£79.95**

The IVS Trumpcard is the top selling SCSI hard drive controller. Representing the latest in technology directly from the USA, it is the only controller to support IBM, Amiga and Apple MAC partitions on one hard disk. This allows you to run software for the three main hardware platforms on one machine. Only one computer can do this.

HARD DISK DRIVES

Faster Drives forLlower Prices

QUANTUM	IDE	SCSI
52Mb	£169.95	£179.95
105Mb	£269.95	£279.95
2 Year Warranty		

SYQUEST
removeable cartridge drive
44Mb 28ms **£299.00**

TRUMPCARD FOR ABOVE add **£69.95**

CAPTAIN'S CHIP SHOP

4 x 256k DRAMS	for A590's etc	£3.99
1 x 1Mb DRAMS	for 8up/Supra etc	£3.99
1 x 9Mb SIMMS	Nexus/G.V.P./Rochard etc	£34.99
4 x 9Mb SIMMS	G.V.P./Nexus	£159.95
CIA CHIPS		£14.95
1.3 ROM		£29.99
2.0 ROM		P.O.A.
ROM Sharer		£24.99

These prices do not include fitting; however if you don't want to fit them yourself then this can be performed by one of our Qualified Engineers at any of our branches.

SPARES AND REPAIR

Internal A500 Disk Drive £41.95
Fatter Agnus £74.95 fitted by one of our qualified engineers
C.I.A. chips £14.95. A500 fixed repair cost £44.95

DOT MATRIX PRINTERS

STAR LC 20	£124.95	ZA 200 COLOUR	£299.95
CITIZEN 124D	£179.95	ZA 250 COL	£379.95
STAR LC 24/10	£179.95	NEW SP2400 SEIKOSHA	£129.95
STAR LC 200	£173.90	PANASONIC KXP 1123	£159.95
STAR LC 24/200 COL	£269.95	OKI 380	£199.95
SWIFT 9 COLOUR	£179.95	SWIFT 9X	£259.95
SWIFT 9	£169.95	SWIFT 24X	£379.95
NEW SWIFT 24E COL	£269.95	NEW SWIFT 224	£229.00
XB 24 - 200 COL	£379.95	NEW SWIFT 224 colour	£239.95
XB 24 - 250 COL	£469.95	NEW SEIKOSHA 24 PIN	£209.95

INK JET PRINTERS

HP PAINTJET	£529.95	CANON BJ10EX	£229.95
HP DESKJET	£349.95	CITIZEN PN48	£269.95
HP DESKJET COLOUR	£579.95	STAR SJ48	£229.95

LASER PRINTERS

OKI 400	£569.95
HP III P	£784.95
Toner if purchased with above 1 only	£59.95
OKI LASER 800 0.5MB	£999.95
OKI LASER 800 Dual Bin 0.5MB	£1199.95
OKI LASER 830 Postscript 2MB	£1099.95
OKI LASER 840 Postscript 2MB	£1399.95

DATA/PRINTER ETC CABLES

Parallel Printer Leads	
1.8M Printer Cable	£9.95
2.0M Printer Cable	£11.95
3.0M Printer Cable	£14.95
5.0M Printer Cable	£19.95
10M Printer Cable	£29.95
Centronics to Centronics cable for data boxes etc	£9.95

Monitor Cables	
AMIGA > CBM 1084/S	£9.95
AMIGA > Philips 8833 MK I	£14.95
AMIGA > Philips 8833 MK II	£9.95
AMIGA > MULTISYNC	£9.95
AMIGA > TV	£14.95

Please state TV make & model

PRINTER STARTER PACK Cable, Box Of Paper, Stand, Spare Ribbon ONLY £29.95

PRINTER PAPER

High Quality Micro Perforated
60 gsm 1000 sheets of tractor feed **£9.95**
90 gsm 1000 sheets of tractor feed **£14.95**

Diamond Computers
121 Regents Street
Leamington Spa
Warks
TEL 0926 312155
FAX 0926 883234

Diamond Computers
232 Tottenham Ct Rd
LONDON W1
TEL 071 580 4355
FAX 071 580 4399
(RETAIL ONLY this branch)

Diamond Computers
1045 High Road
Chadwell Heath -
ROMFORD
TEL 081 597 8851
FAX 081 590 8959

Diamond Computers
144 Ferry Road
EDINBURGH-Scotland
TEL 031 554 3557
FAX 031 554 2115

Diamond Computers
406 Ashley Road
POOLE - Dorset
TEL 0202 716226
FAX 0202 716160

Diamond Computers
(HEAD OFFICE)
84 Lodge Road
SOUTHAMPTON
TEL 0703 232777
FAX 0703 232679

Diamond Computers
1022 Stockport Road
MANCHESTER
TEL 061 257 3999
FAX 061 257 3997

Diamond Computers
443 Gloucester Rd
BRISTOL (EXPORT)
TEL 0272 522044
FAX 0272 521738

Corporate Sales Line 0703 333184
FAX 0703 232679
Contacts: Sharon/Dawn/Barbara
Education / Government Orders Accepted
TERMS STRICTLY 14 DAYS
30 DAYS ADD 2%
60 DAYS ADD 5%

HOW TO ORDER

Simply telephone through your order, giving your Access or Visa card Number or send a cheque or postal order to your Local Dealer. All prices include VAT unless otherwise stated. Courier Service Delivery **£11.75** Allow 5 working days for cheque clearance. Bankers drafts clear on the same day
ALL POSTAL ORDERS TO OUR ROMFORD BRANCH ONLY PLEASE.
All prices are correct at time of going to press but may change without notice.

THE DIAMOND PRICE PLEDGE

"If, whilst buying goods from us, you can show us a better price on the same goods from one of our U.K. competiors then Diamond will match that price. Even if our prices have increased, we will honour the prices in this advertisment on items in stock.

This PLEDGE applies only to customers producing or relying on this advertisment before the end of the month of publication. It does not apply to competitors prices offered in closing down or stock clearance sales"

THE ONLY BUYER'S GUIDE WORTH READING. . . .

blue pages

Where can you find 32-pages positively crammed full of useful buyer's information, tutorials, comment, charts, and inside information? Right here in the blistering blues, that's where! Kicking off this month's section is our comprehensive **Buyer's Guide**, **page 148** with sixty top-notch products reviewed and rated... For gamesplayers, turn to **page 154** for a review of all the hot titles from the last couple of months... The second part of our in-depth look at how information is stored on floppies and hard drives starts on **page 157**. . . Next up is our ever-popular **Q&A** section on **page 160**, in which resident tech-head, Mat Broomfield, answers all your queries and questions about the Amiga... **Backchat** begins on **page 164** with another round of bickering, back-biting and libel suits and Nick Veitch kicks off a new column devoted to programming on **page 166**. Bringing up the rear is **Inside Information**, on **page 170**, with a comprehensive round-up of every CDTV title currently available. . .

buyers guide

Going shopping? This is the only place you need to look if you're thinking of getting a new game or gadget for your Amiga! Every item is described in detail and rated out of five. Don't leave home or pick up the phone without it...

ACTION REPLAY II

Datel Electronics
0782 744707 £59.95/£69.95
(A500/A1500)
Programming the Amiga can be very frustrating when your code causes a crash for no apparent reason. The task becomes a little easier with the help of packages such as *Devpac 2* or *Argasm,* but your problems don't stop there. With Action Replay II you can examine your code whilst it is running to see what is happening. Even if your machine has crashed, the press of a button makes it all come rushing back for further examination. You can also load games and examine other programmer's code, look through memory, save graphic images, play and save *Soundtracker* modules and samples, even put cheat modes in games and, to top it all, you never need to load this wonder widget. You just plug Action Replay into the side of your machine and forget about it. This is one piece of kit for the Amiga that's almost an essential purchase. An updated Action Replay II has just appeared, and will be reviewed next issue.
★★★★★

AMIGA GENITIZER

Datel Electronics
0782 744707 £129.99
Using art packages like *Deluxe Paint IV* or *Photon Paint* can be a bit tricky using the mouse. Now any unhappy Amiga artists can stop pulling their hair out because the Genitizer is a graphics tablet that's as simple to operate as drawing with a pen. Images can easily be copied from paper by tracing around the image. Comes complete with a *Deluxe Paint* template for easy use.
★★★★

AMAS 2

Microdeal
0726 68020 £99.95

NEW

Amas 2 is ideal for serious musicians and novices alike. Its MIDI capabilities make it the best in that field, although *Stereo Master,* without the MIDI functions, is better value for money. Apparently, Paula Abdul used the original on her 'Cold Hearted' video. Depending on your opinion of Miss Abdul's music, that's high praise indeed!
★★★

AMOS

Europress Software
0625 859444 £49.99
There are a number of BASIC programming languages for the Amiga but nothing to top *AMOS.* The icon-driven interface and concise screen display make it a pleasure to work with. *AMOS* incorporates an extensive library of over 500 commands, including complete control of the hardware registers which enable you to perform pixel-perfect scrolling both vertically and horizontally, software (blitter) and hardware sprites, copperlists for rainbow colour bars seen in *Turrican II* (Rainbow Arts) and *James Pond* (Millennium), and a *Soundtracker/Noisetracker* player. Some of the useful utilities are included with *AMOS* for editing sprites, pictures and animations. *AMOS* runs at such a fast speed that you can produce quality home-grown games.
★★★★

AMOS 3D

Europress Software
0625 859444 £34.99
Almost every Amiga owner has seen solid-3D vector images at some time, either in a demo or in games like *Thunderhawk* (Core Design) and *Jimmy White's Whirlwind Snooker* (Virgin Games). The programmers of these games had to perform thousands of maths calculations to produce these complex graphics, and, for the average person, balancing the weekly budget is about the limit. *AMOS 3D* is here to help. With the maths already done for you, all you are required to do is put the lines in the correct places and devise a game around them. This is easy because the software is completely icon-driven and supplied with a comprehensive manual. *AMOS 3D* was written by *Voodoo Software*, the folks behind Electronic Zoo's *Xiphos.*
★★★

AMNUTS VIDEO VIEWER

Licenceware
PD
Any young Steven Spielbergs or George Lucases will be delighted with this useful PD package. It creates scrolling titles using any available Amiga fonts. Although you won't become as good as these the great men over night and E.T. and Star Wars could still be slightly out of reach. A small variety of text wipes and colour fades can be achieved and it's great value.
★★★★

AUDITION 4

HB Marketing/Sunrise
***0753 686000* £49.95**
Audition 4 is a brilliant addition to the sampling stable. Containing most of its rivals options the most notable enhancements are the five options under the special menu that can improve the tonal quality of a sample. Unwanted high frequencies can be removed with Smooth, and volume can be boosted without distortion with Maximise.Totally clean results are as easily obtainable as those with more oomph.The ability to sample straight to disk and its inherent speed makes it top of the sampling list.
★★★★★

BOOKS

Mastering Amiga Beginners.
Bruce Smith Books
0923894355 £19.95
A highly-readable and entertaining introduction to the Amiga. Author Phil South doesn't set out to provide a comprehensive guide to the computer, but points the beginner in the right direction. Some of the many subjects covered are: Fonts, icons, speech synthesis, sound and of course graphics. More complicated topics are also dealt with, but instead of preaching in a condescending manner, South's hints and tips make for a refreshing read.
★★★★

CD-ROM DRIVE

Commodore
0628 770088 £TBA
New kid on the block, CDTV, has been available for ages, and its software support is getting better all the time. Commodore are soon releasing an external CD-ROM drive allowing anybody with a one megabyte machine to play CDTV software. No price fixed as yet, but expect to pay around £350. The latest news is that the drive will be with us by Easter
★★★

COLOUR KIT

System Insight
0707 276913
Near laser print quality and a relatively cheap price tag have made the Canon BJ-10e printer one of the most attractive on the market. Now, thanks to a great idea from System Insight, there's a kit which allows you to produce colour prints superior to rival those on other printers five times the price.The kit is available as refills or cartridges and the full-colour prints from your mono printer, although time consuming, will give the BJ-10e a new lease of life for only £14.95 for two bottles and £39,95 for the complete set.
★★★★★

DELUXE JOY-STICK/MOUSE SWITCHER

***R+D* 00101 308 745 1234£19.99**
An extremely handy piece of hardware that eradicates the problem of removing the mouse, and wrestling with the port when adding another joystick. This simple device plugs into the hole permanently and alternates between the two with a flick of a switch.
★★★

DELUXE PAINT IV

***Electronic Arts* 0753 549442**
£89.99
Deluxe Paint IV is alive with fresh icons, faster screen update and a host of new functions including transparency which enables you to draw over a previous picture and still see the old image, Anti-aliasing to remove all those jagged edges, metamorph from one object to another, and there's colour mixing to find that perfect shade. If that wasn't enough, you now have access to the gorgeous, 4096 colour, HAM graphics. With all these functions and the ability to switch between screen modes, this is the best art package on the market today. Electronic Arts is offering upgrades for users of previous versions of the software, ranging in price from £65 to £45.
★★★★★

DESKBENCH-PD

17 Bit Software
A very unusual, but highly under-rated utility. Deskbench has been around in one form or another for months, but this souped-up version has a host of extra facilities. It allows the user to define icons which execute scripts or sequences of commands and also form a neat and tidy 'desktop'. If you're looking to tidy up your Workbench screens and cut some tedious corners this will help you no end.
★★★★★

DIGI-VIEW GOLD

***NewTek* 0753 686000 £149.95**
Digi-view can digitise images in any of the Amiga screen modes. An advanced dithering routine gives the illusion of 100,000 colours on the screen. Saves images as standard IFF for use in *Deluxe Paint.* Very easy to use, just plug it in and away you go. You can't really get a more simple package or achieve more stunning results.
★★★★★

DIRECTOR 2

Right Answers
(0753) 686000
Create professional demos incorporating music, samples, synchronised sound and motion and slideshows all with a single package. *Director 2* offers more effects and options than any other product of its type. Easier to use than *AMOS Basic* and utilising a language that's quick to learn the software only short-coming is its price, £102, but for the serious user there's no substitute.
★★★★

FLEXIDUMP

Care Electronics
(0923) 672102 £39.95
Upgraded version of the colour graphic printing program. Loads of new features, including colour balance for digitised pictures, ink correction, gamma correction, multiple-print facilities (for letterheads, for instance), and lots more. You can even use it to print T-Shirts! Good value and a worthy successor to the popular original – especially when you can upgrade for a mere £11.75.
★★★

GENESIS

***Micro Illusions* £ 49.95**
0480 496497
Unlike *Pro Vista*, which requires at least 3 megabytes to run, *Genesis* produces much the same effects on a 1Mb machine. It is capable of creating a fictitious terrain or Digital Elevation Maps based on real locations. The realistic landscapes you create can be edited and viewed from a number of different angles and, compared to *Vista Pro*, it's lightning fast. The user manuals are almost obsolete due to the programs ease of use. *Vista Pro* is still more powerful, but who's got a spare 3Mb to waste on it?
★★★★

HARLEQUIN +

***ACS* 031 557 4242 £2000+**

NEW

Harelquin + is quite simply the most powerful European 24-bit system in existence, possibly the best in the world. The card allows you to display over 65,000 colours on screen at once in 16-bit mode. Only available for A1500s and upwards, the board is a graphic artists dream, and we could be seeing games using over 16 million colours in the near future. The uses in the graphics department are limitless, from professional photography, touching up pictures to printing commercial posters hundreds of feet wide.
★★★★★

IMPACT SERIES 2

***GVP* £ 599/105 meg**
An incredibly fast hard drive (35 times faster than a floppy) that's been specifically designed for the Amiga. It fits nicely into the expansion port at the side of the machine. However, a metal shield has to be inserted beforehand to prevent interference from the drive and bad installation will kill your Amiga.
★★★★

LIGHT PEN

***Trojan* (0554)777993**
There can't be many people who enjoy using a mouse, especially artists, so the natural thing to do was to produce a pen-like version of the rolling headache. Trojan's latest addition goes one stage further and actually draws directly onto the screen. Although not compatible with the A500P, the gadget comes with a drawing package for all you lucky A500 owners and is much easier to use than the Amiga mouse. An A500P version is currently in development and we'll tell you when it's ready.
★★★

MASTER SOUND

***Microdeal* 0726 68020**
£39.95
If, after looking through all the Public Domain lists of *Soundtracker* music and dissecting hundreds of tunes, you still cannot find that perfect sound, the only thing to do is sample them yourself! Using *Master Sound* there are no limits to the achievable sounds. That racing game you're designing may benefit from some meaty effects, so why not stand next to a Porsche 959 and get the perfect engine sound? Simply record these sounds onto tape, play them into your Amiga via *Master Sound*, then load *Noise Tracker* or *Quartet* and place the new sound into your piece of music or game. Hey presto, your software is enlivened with realistic audio just like the professionals. *Master Sound* is supplied with a cartridge for sampling and editor software to modify, merge and save your samples.
★★★

CLIPSE ART

Is the text inside your Toaster or Imagine presentation looking dull and tired? Graphically Speaking, a Florida-based company, are selling a compilation of new 3D fonts for these two packages. *Video Clipse 3D Fonts Volume One* ($89.95) features four styles which can be fully resized and allows independent control over both the face and side for multi-colour effects. These fonts include upper and lower case letters, numbers and Spanish symbols.

Call 0101 407 626 3447 for more information.

MIDI INTERFACE

Evesham Micros **0386 765500**
£19.95
For a professional music package you will have to purchase a MIDI interface and music keyboard. If you have never been involved in creating music it's worth buying just because it's cheap! You never know, after a couple of days you might hate it!
★★★

MIRACLE PIANO

Mindscape **£299**
0444 831 761
An advanced electronic keyboard that connects to your Amiga. The package comes as a complete tutorial that will teach you how to be a master. The keyboard can be used as a separate instrument on its own. The keys are velocity sensitive – as with a real piano, the harder you hit them, the loader the noise. Best results are achieved with a hard disk and at least 1Mb of memory. Without these, the disk swapping might get too much for you. However, if you're serious about learning the piano, a hard drive is a recommended purchase. You can't get a better music package than this and although the software is slightly sluggish everything you could want is here.
★★★★★

PAINTJET

Hewlet Packard **£999**
A high-cost colour printer that puts out at 180 dots per inch. Despite its high resolution it can't cope with solid blocks of colour. Its quiet printing can't compensate for the over-all poor quality of pictures it produces so spend your money elsewhere.
★

PC880B POWER DRIVE

Power Computing
0234 843388 £65
Now that virtually every Amiga title requires an average of three disks, it's about time you upgraded your system by adding two or more drives. *The Power Drive* is packed with some novel hardware features, including a copier that enables you to back-up unprotected disks at amazing speeds, Anti-Click to stop that annoying clicking sound when there is no disk inserted into the drive, and a Virus Blocker which prevents viruses infecting your disks. It also has a thru port allowing more drives to be connected.
★★★★★

PEN PAL

Gordon Harwood Computers
0773 836781 £79.95
Much the same as *Wordworth* really. *Pen Pal* has a 100,000 word dictionary, a thorough spell-checker and can input graphics into files. Would-be Shakespeare's can edit up to four pages simultaneously. The package's well-presented 250-page manual is easy to use, and a useful Database package is included in the price.
★★★★★

PERSONAL FINANCE MANAGER

MichTron/Microdeal
0726 68020 • £29.95
A very easy-to-use package that allows you complete control of your money worries within a couple of hours. Fully icon-driven with such features as 2D and 3D bar-graphs, pie charts, calculator and budget planner. With a 30 day full-money-back guarantee when bought direct from MichTron, this has to be the safest money you will ever spend.
★★★★★

PROFESSIONAL CALC

Silica Shop **081 309 1111 £80**

NEW

Pro Calc is the equivalent to the most expensive Casio calculator money can buy. However it's a great deal more than this, and whatever your numerical needs are, it'll be able to handle them. With over 130 pre-calculated functions built in, the program not only sorts out your mathematical headaches, but can put them all onto charts and graphs as well. Gold Disk's program is intuitive and highly professional.
★★★★★

PRO-RAM PLUS

Datel Electronics **0782 744707**
£24.99/£34.99 (with battery back-up)
Normal memory upgrades only extend your computer's FAST memory, but Pro-Ram has the option of becoming FAST or CHIP memory. Setting the expansion to CHIP enables the blitter to access the upgrade.
★★★

PRO SAMPLER STUDIO II+DATEL JAMMER

Datel Electronics **0782 744707**
£69.99
As the Amiga is a stereo machine you should be able to digitally record stereo sounds, *Pro Sampler* is used for just that. A software package is included for mixing, cutting, reversing and inserting samples. The hardware plugs into the edge connector and contains a thru port to accept a hard drive or Action Replay cartridge.
★★★★

RAM MASTER II

Datel Electronics **0782 744707**
£99.99
Some application software requires two megabytes of RAM to perform properly, *Ram Master* has 1.5 megabytes on the board, boosting your machine to an effective total of two megabytes. But be careful as installing the upgrade invalidates the warranty of your machine.
★★★

REAL 3D

Alternative Image **0533 440041 £299**
One of the more advanced graphics techniques, 3D rendering, is now becoming a standard feature on the Amiga. With the introduction of accelerator boards and 24-bit graphics adaptors, the concept of photo-realistic imagery is here. *Real 3D* consists of three main work screens. The first draws your objects using vector graphics, the second handles slight alterations to view and rotation, and the last sets the rendering style, speed, wire frame, colours, graphics mode and animation steps. The finished picture can then be saved to disk and viewed or animated using an external program.
★★★★★

REFERENCE HARD DRIVE

Evesham Micros **0386 765500**
£299/£449
The price of hard drives is continually decreasing, and Evesham Micros have just released the Reference Hard Drive. 40Mb or 100Mb versions are available with a choice of either 2Mb or 4Mb internal memory upgrades.
★★★

ROCGEN GENLOCK

Evesham Micros **0386 765500**
£114.99
Genlocks are used to overlay computer graphics onto video images. These can then be recorded onto another video tape. For software developers, this enables them to watch videos whilst working. This package is easily one of the best, and is simple to use and offers plenty of uncomplicated options.
★★★

ROM SHARER

Pheonix **0532 311 932**
£24.95

NEW

The Pheonix Rom sharer enables A500 plus users to switch between 1.3 and 2.0

IT'S SHOW TIME!

Hardcore musicians in the London area between 24–26 April should visit the third MIDI Music show at Hammersmith's Novotel Hotel. This event should be packed out with incredible instrument innovations, and should also house some of the best bargains in samplers, synths, sequencers, and other useful musical gadgets and goodies.

If you want tickets, then the hotline can be contacted on 081 547 1183 - but get in there soon...

THINK!

For those of you brimming over with great ideas but no programming ability, help comes in the form of *The Thinker*, from Poor Person Software. This 'Idea Processor' blends hypertext, word processing and more. Poor Person Software is situated at 3721 Starr king Circle, Palo Alto, California 94306, USA. Or phone 0101 415 493 7234.

kickstart Roms, thus eliminating any incompatibility problems. Although Pheonix claim that their gadget is 100% reliable, fitting it to your computer will invalidate its warranty, so be warned.
★★

SIX HUNDRED BUSINESS LETTERS

17 Bit PD Disk 1541
0924 366982

Everyone has to write Christmas cards, and we all know what a chore that can be, so imagine having to do the same with business letters. Well here, compiled on a single disk, are over 600 of the blighters, all pre-formatted to cover every occurrence. From employment applications, legal matters and invoicing to contracts, commiserations and job refusals. The letters will load into almost any word processor – similar disks on the PC cost more than £100. Each letter leaves space for you to insert personal details and for the work load alone, this represents superb value for money.
★★★★★

SOUND ENHANCER

Omega Projects **0925 763946**
£34.99

Helps overcome the deficiencies in the Amiga's frequency response. Computer music and high quality samples are improved to such high quality that you'll wonder how you got on without it. A fraction of the price of others, but better.
★★★★★

STAR SJ-48

Star Micronics **0895 252131**
£179

This is a smart-looking bubble jet printer that delivers almost laser-quality prints. Capable of 360 dots per inch, very quiet and cheap to run. Almost the same as the BJ-10e, so buy the one which is the cheapest.
★★★★

SUPERBASE 4 PRO

Precision Software **081 330 7166 £120**

Using a database can help you in many ways, from keeping notes of all your software collection to remembering the address of all your Aunties and Uncles. *Superbase 4 Pro* is fully icon-driven with its own special VCR panel for quick movement around files. You can also load a digitised picture into your file. A very easy-to-use program with good screen output on both monitor and TV.
★★★★

S.W.A.G.-4.

Strictly PD

The fastest fractal generation you've ever seen, the disk contains three programs. The problem with most fractal artwork is the lack of speed, but *Mandel Blitz* (first on the disk) uses new algorithms to speed up the process and rather than crawling down the screen one raster line at a time it draws them all over the place and fills in the fine detail later. If this sort of thing gets you off you'll love the sheer power and rest assured you won't find better.
★★★★

TAKE-2

Rombo 0506 414631 **£99.95**

A software-only package that offers video and animation sequencing with four-track graphic control and synchronised sound capabilities. Two of the three disks included contain demo images and sounds which are used to guide you through the trickiest parts of the program. So be warned, this is one manual you'll have to read. A tragic omission is the onion skin feature (the ability to see your previous drawing underneath the one you're working on), but all in all a great package that won't cost the Earth.
★★★★

VIDEO DIGITISER II

Datel Electronics **0782 744707**
£89.99

Capturing video images on the Amiga is now an easy task. With *Digitiser II* you can grab images then modify them using the software supplied. Optional RGB Splitter is used for separating the three colour signals, before digitising each colour to produce a full-colour image. Files can be saved as 8-, 16-, 32- and 4096-colour pictures and reloaded into *Deluxe Paint*. The RGB Splitter costs an extra £79.99, but it's worth every penny. Whether you're creating games or just compiling favourite pictures for an awesome slide show, check it out.
★★★

VIDEO DIRECTOR

Precision Distribution
081 543 3500 £TBA

This nifty piece of soft/hardware is currently speeding its way over from America as we speak. The software enables you to keep account of where the most important snippets are on a video tape by keying in the tape counter readings on the Amiga. You can then plug in an infa- red lead to the computer that's able to control your video by remote control! Simply bang in the tape and nip down to the pub whilst the machines locate all the relevant clips and piece them together. The editing is very crisp as the machine never has to leave the record mode as in between shots it uses pause. For home video fans it's a must.
★★★★★

VIDEOSCAPE 3D

Centresoft **021 356 3388**

Animation is a famed memory gobbler, but if you don't mind less than colour-perfect 3D representations of objects and want to conserve as much memory as possible, this modelling tool could be for you. Using pseudo-shaded algorithms to generate light and shade, almost the same effects can be achieved as with twice the amount of free memory. A powerful tool that's even better than *Amos 3D* and *3D Construction Kit*.
★★★

WHOM II

PD Soft

Dr Who fans will be rejoicing at the announcement of this PD utility. An entire cross-referenced database covering every aspect of the time-traveller's history. A vast wealth of information giving every conceivable tit-bit of information you could want, taken from every story and episode from the programme's twenty-eight-year run. Did you know that Peter Purves used to be a companion (not to mention bonnie Langford) and that Going Live's Sarah Greene got shot by a Cyberman, you will if you get this. What we want to know is when is the good Doctor coming back to our screens...
★★★★

WORDWORTH

Digita International **0395 270273 £129.99**

Word processing on the Amiga is becoming more and more professional, but this is one of the best packages to date. *Wordworth* allows you to incorporate *Deluxe Paint* pictures into your files and will mould your text around the image. Totally icon-driven, you shouldn't have any problems. A spell checker and thesaurus are included. The complete package comes ready to run but you will need at least one megabyte to work on files of any length.
★★

ZY-FI

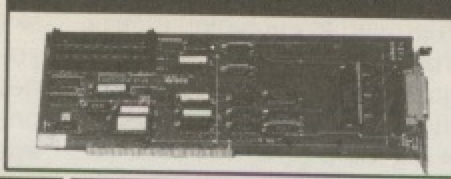
Evesham Micros **0386 765500**
£39.95

If you are still listening to your Amiga's amazing sound through your old TV set, then it's about time you experienced true stereo sound. Supplied with it's own power supply, ZY-FI plugs directly into the Amiga's sound ports and amplifies through the supplied speakers.
It makes such a difference to your Amiga's sound output, that you'll be amazed that you ever survived without it. It's decent stereo at last, so check it out.
★★★★

GENLOCK LTD

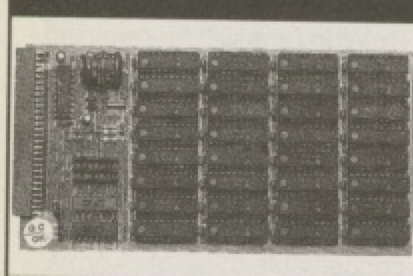
Metcom House, Bradley Lane,
Standish, Wigan, Lancashire, WN6 0XQ
TEL: (0257) 472866/472887 FAX: (0257) 426577

AdSCSJ 2080



Transfer rates of upto 1500K/S. Supports removable drives. Cache buffering. Supports upto 8 megs of simms
52MB 11milli auto part **£349.99**
106MB 11milli auto part **£449.99**

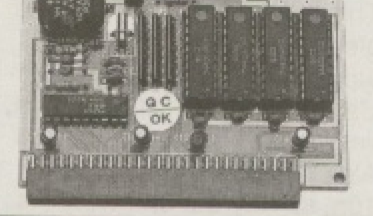
Eureka 4MB Expansion A500



Internal 4MB ram card for Amiga A500. Supports battery backed up clock and calendar. Enable and disable switch. Chip and fast ram upgrades selectable. Memory test software and fitting instructions included. 256K × 4 bit, 100 ns or faster DRAM.

2MB Populated Only £99.99
4MB Populated Only £169.99

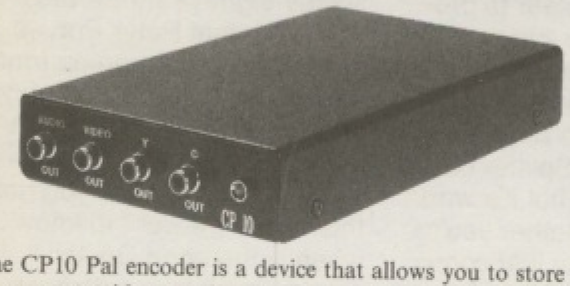
Eureka ½MB Expansion A500



100% Amiga A501 compatible. Easy to install inside the A500. 512K Fast ram. Battery backup real time clock on board. Enable and disable switch. Small 4 chip compact design.

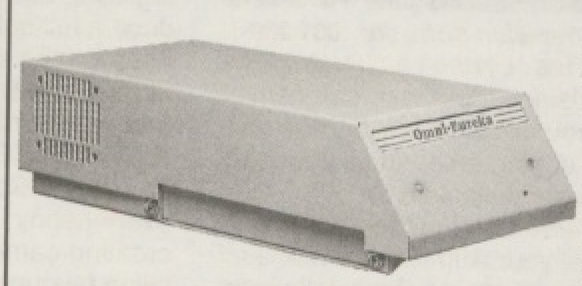
£24.99

CP10 PAL Encoder



The CP10 Pal encoder is a device that allows you to store all images onto video tape in three formats, composite video, HI 8 and S-VHS. Just imagine all your presentation from your favourite graphic software, business graphics, charts and even desktop publishing pages are all acceptable material. With the CP10 you can simply record these onto video tape as you create them without any quality loss. **Only £149.99**

Eureka 8MB Expansion A500

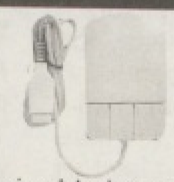


External 8MB ram expansion for Amiga A500. Full implemented auto configuring. Standard 1MB × 8 or 1MB × 9 simm modules. External power supply unit included. Memory test software included. Pass through bus design. High performance zero wait-states.

2MB Populated
4MB Populated
6MB Populated
8MB Populated

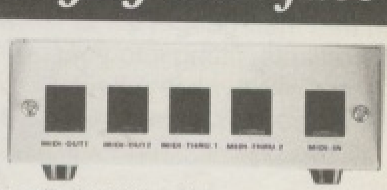
Call for prices

Amiga Mouse



Switchable Atari and Amiga compatible mouse
260DPI 2 Button Mouse **£14.99**
300DPI 3 Button Mouse **£19.99**

MJDJ Interface



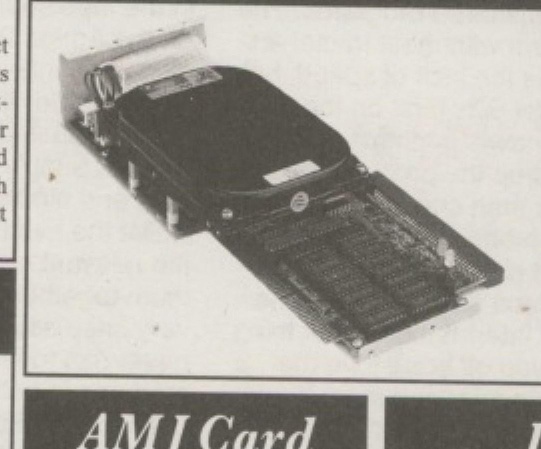
High quality MIDI interface connects directly with the Amiga serial port. One MIDI in, two MIDI out and thru. Only £24.99

Electronic Design Genlock



Built in high performance Phillips pal encoder enable perfect video fades. External colour, contrast and limminance controls allow total control to enhance video input. The built in RGB splitter allows digitised images to be grabbed from camera or recorder and fed through the genlock. Key inverter allows foreground and background to be switched in and out. Full superimposing with keyhole effect. **PAL Genlock £349.99** Also available to support Hi-8, **S-VHS £449.99**

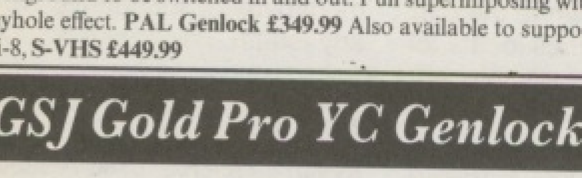
Supra 500XP Hard Drive



High performance SCSI hard drive offering all the features and performance you would expect from a Supra product. Support of upto 9 megabytes of ram. Low profile 11ms zero noise hard drive. Small compact side fitting drive. Performance that leaves all competitors in the dark age. Bus pass through the SCSI out. External SCSI address selector. Superb software with auto format and backup software.

Supra 45MB 20milli auto park **£349.99**
Supra 52MB 11milli auto park **£399.99**
Supra 106MB 11milli auto park **£499.99**

GSJ Gold Pro YC Genlock



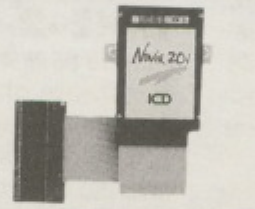
High performance S-VHS genlock with built in fader, key inverter. Studio quality results from a unit that has no competition at its price. Used by the French television studios and gives breathtaking quality at VHS + S-VHS level. Fully modular so that frame freeze and multi colour keying through chroma keys can be added. Total control use the video with colour, contrast and luminance. Built in RGB spliiter. £649.99

AMJ Card



Super-Card Ami II is a hardware and software backup system that plugs into your Amiga's disk drive port. Features include:–
Fast DOS copies: copy in Amiga Dos disk in 45 seconds
Verify option: The only hardware copier capable of verifying data!
Parameters: duplicates disk protection exactly. Gets rid of protections schemes. **£44.99**

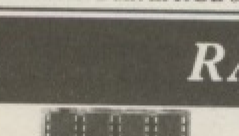
ICD AdIDE A500



AdIDE delivers incredible speed and performance in a very small package. Features include auto-booting from Fast File System partitions, A-Max II support and more.

Card only £169.99 40MB £299.99
52MB £349.99 105MB £449.99

RAM



256K × 4 DRAMS £4.99
1MB × 1 DRAMS £4.99
1MB × 9 Simms £44.99

Internal & External floppy



Direct replacement requires no case modification **£49.99**
External slimine floppy drive **£59.99** Includes free software

PREMIER MAIL ORDER

*Titles marked * are not yet available and will be sent on day of release.*
Please send cheque/PO/Access/Visa No. and expiry date to :

Dept CU04, Trybridge Ltd., 8 Buckwins Sq., Burnt Mills, Basildon, Essex. SS13 1BJ.

Please state make and model of computer when ordering. P&P inc. UK on orders over £5.00. Less than £5.00 and Europe add £1.00 per item. Elsewhere please add £2.00 per item for Airmail. These offers are available Mail order only..Telephone orders: mon-Fri 9am-7pm. Saturday 10am-4pm. Fax orders : 0268 590076. Tel Orders : 0268 - 590766

GAME	PRICE
3D Pool	7.99
4 Wheel Drive (1 meg)	19.99
1/2 Meg Upgrade	24.99
1/2 Meg Upgrade with clock	26.99
3D Construction Kit	32.99
4D Drivin (1 Meg)	19.99
2 Hot To Handle*	16.99
Abandoned Places	19.00
Addams Family*	16.99
AirBus	22.99
Air Duel*	22.99
Air Land Sea	24.99
Air Support *	19.99
Agony *	24.99
Altered Beast	6.99
Alien Storm	16.99
A.P.B.	6.99
Assault on Alcatraz *	16.99
688 Attack Sub	16.99
AMOS	29.99
AMOS 3D	24.99
AMOS Compiler	19.99
Another World	19.99
Arkaniod 2	6.99
Barbarian 2	16.99
Bards Tale Triple Pack *	24.99
Batman the Caped Crusader	6.99
Batman The Movie	6.99
Battle Chess 2	16.99
Beastbusters	16.99
Beach Volley	6.99
Board Genius	19.99
Birds Of Pray	22.99
Big Run	16.99
Black Crypt *	19.99
Blue Max (1 Meg)	19.99
Blues Brothers	16.99
Bonanza Bros *	16.99
4D Boxing	16.99
Bubble Bobble	6.99
Budokan	8.99
Cabel	6.99
Campaign *	22.99
Castles (1 Meg)	19.99
Chart Attack 1	19.99
Chase HQ	6.99
Capcom Collection	19.99
Captain Planet	16.99
California Games	6.99
Carrier Command	7.99
Cavadar	12.99
Cadaver Data Disc	9.99
Captive	12.99
Centurion	8.99
Chaos Engine *	16.99
Chuck Rock	12.99
Civilisation (1 Meg)	22.99
Conan The Cimmerian*	19.99
Continental Circus	8.99
Covert Action (1 Meg)	22.99
Crazy Cars 3 *	16.99
Cricket Captain	16.99
Cricket 1 meg	9.99
Cruise for a Corpse	19.99
Curse of Azure Bonds (1 Meg)	19.99
Cyberball	6.99
Das Boot	19.99
Daley Thompson Challenge	6.99
Defender Of The Crown	7.99
Deutros	19.99
Deathbringer	19.99
Death Knights Of Krynn (1 meg)	19.99
Demonsgate *	22.99
Disney Animation	59.99
Dizzy Collection	16.99
Double Dragon	8.99
Double Dragon 3	16.99
Dragon Ninja	6.99
ELF	16.99
Elvira 2 (1 Meg)	24.99
Epic *	19.99
Eye of the Beholder (1 meg)	19.99
Eye of the Storm *	19.99
Face Off	16.99
F15 Strike Eagle 2 (1 Mg)	22.99
F16 Combat Pilot	16.99
F19 Stealth Fighter	19.99
Falcon 3 *	24.99
Fantasy World Dizzy	6.99
Final Fight	16.99
Final Blow	16.99
First Samurai + Mega Lo Mania	19.99
Flag *	19.99
Flood	8.99
Forgotten Worlds	6.99

GAME	PRICE
Formula One Grand Prix (1 Meg)	22.99
Football Director 2 (1 Meg)	16.99
Football Crazy	16.99
Fun School 4 5-7	16.99
Fun School 4 7-11	16.99
Fun School 4 under 5	16.99
G Loc *	16.99
Gaunlet 3	16.99
Ghostbusters 2	6.99
Ghouls And Ghosts	6.99
Graham Gooch *	19.99
Graeme Souness	16.99
Gods	16.99
Godfather Action	19.99
Godfather Adventure * (1 meg)	19.99
Gunship 2000 *	22.99
Guy Spy *	26.99
Hard Driven	6.99
Harpoon (1Meg)	22.99
Harpoon Battleset 3	9.99
Harpoon Scenario Editor	13.99
Head Over Heels	6.99
Heart of China (1 Meg)	22.99
Heimdall (1 Meg)	19.99
Herlequin	16.99
Herosquest	16.99
Hero Quest Data	9.99
Hitchikers Guide	7.99
Hook *	19.99
Hunter	19.99
Hudson Hawk	16.99
IK+	6.99
Immortal (1 meg)	8.99
Indianapolis 500	16.99
Indy Heat*	16.99
Indy Jones-Atlantis Adventure * (1 meg)	19.99
Ivanhoe	6.99
Jack Nichlaus Extra courses	9.99
Jack Nicklaus unlimited Golf (1 Meg)	19.99
Jack Nicklaus Clipart	9.99
Jimmy Whites Snooker	19.99
John Madden *	16.99
Keys To Maramun *	16.99
Kick Off 2	9.99
Kick Off 2 (1 Meg)	11.99
Kings Quest 5 (1 Meg)	22.99
Knightmare	19.99
K.O.2 Final Whistle	8.99
K.O.2 Giants of Europe *	7.99
K.O.2 Return of Europe	7.99
K.O.2 Winning Tactics	5.99
K.O.2 Super League*	9.99
Knights of the Sky (1 meg)	22.99
Last Ninja 2	5.99
Last Ninja 3	16.99
Laser Squad 2 *	16.99
Leander	16.99
Leather Goddess	7.99
Leisure Suit Larry 5 (1 Meg)	22.99
Lemmings *	16.99
Lemmings Construction Kit *	16.99
Lemmings Data Disk	13.99
Legend *	16.99
Licence To Kill	6.99
Lord of the Rings	19.99
Max	19.99
Magnetic Scrolls Collection (1 Meg)	19.99
Magic Pockets	16.99
Magic Fly	8.99
Mega Traveller 1 (1 Meg)	19.99
Mega Traveller 2 (1 Meg)	19.99
Mega Twins	16.99
Microprose Golf (1 Meg)	22.99
Mig 29 Super Flacrum	26.99
Moonstone (1 Meg)	19.99
M1 Tank Platoon	19.99
Midnight Resistance	8.99
Midwinter 2 (1 Meg)	22.99
Might and Magic 3 *	19.99
Myth *	16.99
New Zealand Story	6.99
Ninja Collection	13.99
Operation Thunderbolt	6.99
Operation Wolf	5.99
Ork *	19.99
Outrun Europa	16.99
Paperboy 2 *	16.99
Parasol Stars	16.99
Pegeasus	16.99
PGA Golf Courses	9.99
PGA Tour Golf	16.99
Player Manager	12.99
Platoon	6.99
Pool of Radiance (1 meg)	19.99
Pools of Darkness (1 Meg) *	19.99

GAME	PRICE
Populous	8.99
Populous 2 (1 Meg)	19.99
Powerdrift	6.99
Powermonger	19.99
Powermonger Data Disc 1	9.99
Prince of Pershia	6.99
Projectyle	8.99
Quest For Adventure	19.99
R Type	6.99
R Type 2	16.99
RBI 2 Baseball	19.99
Race Drivin *	16.99
Rambo 3	6.99
Rainbow Collection	13.99
Rainbow Islands	6.99
Railroad Tycoon (1 Mg)	22.99
Realms (1 Meg)	19.99
Red Baron (1 Meg)	22.99
Red Heat	6.99
Reach for the Skies *	22.99
Renegade	6.99
Robin Hood	16.99
Robin Smith's Cricket	16.99
Rodland	16.99
Rick Dangerous	6.99
Rise Of The Dragon (1 Meg)	26.99
Robocop	6.99
Robocop 3	16.99
Robocod	16.99
Rugby World Cup	16.99
Rules of Engagment	16.99
Run The Gauntlet	6.99
Secrets of the Luftwafte *	19.99
Secret of Monkey Island (1 Mg)	16.99
Secret of Monkey Island 2 (1 Mg) *	19.99
Shadow Lands *	19.99
Shadow Sorceror	19.99
Shinobi	8.99
Shoot Em Up Kit	8.99
Shufflepuck Cafe	6.99
Silkworm	8.99
Silent Service 2 (1 meg)	22.99
Sim Ant *	19.99
Sim City + Populous	19.99
Sim Earth *	19.99
Simpsons	16.99
Ski Or Die	8.99
Smash TV	16.99
Space 1889 (1 meg)	19.99
Space Ace	26.99
Space Ace 2	26.99
Space Crusade *	16.99
Space Gun	16.99
Special Forces * (1 Meg)	22.99
Speedball	7.99
Strider	6.99
Strip Poker 2 + Data	6.99
Strike Fleet	16.99
Supremacy	19.99
Super Hang On	6.99
Super Sega	19.99
Suspicious Cargo	19.99
Shuttle*	34.99
Stunt Car Racer	6.99
Switchblade	6.99
Switchblade 2	16.99
T.N.T 2 *	19.99
Team Yankee	19.99
Team Yankee 2 (1 Meg) *	19.99
Team Jaguar *	19.99
Teenage Mutant Turtles 2	16.99
Terminator 2	16.99
Their Finest Hour	19.99
Their Finest Missions	9.99
Thunderhawk	19.99
Tip Off	16.99
Toki	16.99
Toobin	6.99
Turbo Challenge 2	16.99
Turbo Outrun	6.99
Turrican	6.99
Turrican 2	9.99
UMS 2 (1 Meg)	19.99
Untouchables	6.99
Ultima 6 * (1 Meg)	19.99
Utopia	19.99
Utopia Data Disk*	9.99
Voyager	6.99
Warlords (1 Meg)	19.99
Wolfchild	18.99
Wonderland (1 Meg)	19.99
World Cup Cricket 1 Meg*	19.99
World Wrestling Fed	16.99
Wizball	6.99
Wizkid *	16.99

JOYSTICKS

Quickjoy Jetfighter	10.99
Quickjoy Megaboard	19.99
Cheetah 125+	6.99
Comp Pro Extra	14.99
Quickjoy Turbo 2	8.99
Quickshot 3 Turbo (Sega Comp)	9.99
Quickjoy Topstar	16.99

BLANK DISKS

Top Quality Unbranded Disks

10 x 3.5" DSDD	5.99
20 x 3.5" DSDD	10.99
50 x 3.5" DSDD	23.99
100 x 3.5" DSDD	44.99

Branded Disks

3.5" DSDD	1.25	Each
5.25" DSDD	0.75	Each

Jack Nicklaus Golf Now Only £12.99

E.A.SPECIAL OFFERS

ONLY
£8.99
EACH
Battlechess
Centurion
& Imperium

SPECIAL OFFER

KICK OFF 2 (1 meg) NOW ONLY £11.99

SPECIAL OFFER

Cricket 1 Meg Now Only £9.99

SPECIAL OFFER

Cadaver Now Only £12.99

buyers guide

Welcome to the pleasure dome! Sit back, relax and read through the definitive guide to the greatest and latest games available today...

RATINGS	
★★★★★	supreme
★★★★	excellent
★★★	good
★★	fair
★	dodgy

ABANDONED PLACES

***Electronic Zoo* £25.99**
RPG

Hungarian RPG that's low on graphics, but huge in size. Many of the backdrops are used more than once and some of the creatures are laughably bad. However, for all its inadequacies, *Abandoned Places* presents a worthy challenge. There are dozens of towns and quests to embark upon. Unlike most RPGs there isn't a character generator so you're stuck with using the ten adventurers already in the game. If you're a die-hard RPG veteran and after a challenge this game has all the essentials.
★★★

AGONY

***Psygnosis* £25.99**
Shoot 'em up

Agony takes an owl for its main sprite. Don't be put off by this, though, as our feathered friend can dish out more death than the Grim Reaper. The graphics are superb and give the game a Japanese feel. Potions and power-ups abound and can only be retrieved by quick joystick wiggling. Not a classic, but still worth your hard earned pennies.
★★★★

ANOTHER WORLD

***US Gold* £25.99**
Arcade/Adventure

Delphine's original and unprecedented comic book adventure opens up a new style of game play. It's a brilliant mix of animation, puzzling, and arcade shoot 'em up. The game revolves around a research analyst who's been catapulted into another dimension. Surprises at every twist and turn, with little left to the imagination. Gameplay is slightly limited by the skimpiness of the game and the limited number of levels, but it should not be missed. A sequel is almost assured and if not we'll be hammering down the door to find out why not.
★★★★★

BIRDS OF PREY

***Electronic Arts* £34.99 Flight Simulation**

Featuring dozens of planes including the hi-tech B-2 Stealth Bomber, Boeing 747 and the Hercules transport craft and based around an East West conflict, *Birds of Prey* is one of the finest flight sims ever. Some of the more manoeuverable planes are a little hard to control, but the game incorporates a useful auto pilot system that will fly you to your various missions before you take over. Great.
★★★★★

BLACK CRYPT

***Electronic Arts* £25.99 RPG**

Huge levels, excellent graphics, atmospheric music and sounds, with all the features you could want. At last, there's an adventure that rivals *Eye Of The Beholder.* Animation leaves a little to be desired and there are only two save game positions. Apart from these bug-bears, though, you can't fault this game in any respect. Constant progression is assured due to the right level of difficulty that's been set. Fabulous! Now, with the imminent release of *Eye Of The Beholder 2*, we'll have to wait and see what US Gold have got to offer. The Battle is on.
★★★★

CAPTIVE

***Mindscape* £24.99 Role Playing Game**

Veteran programmer Tony Crowther's '*Dungeon Master* in space' has an almost infinite number of levels and a bewildering array of collectable gadgetry. Won game of the year in 1990.
★★★★

CHUCK ROCK

***Core Design* £24.99 Platform**

Prehistoric lager lout travels through five levels made of jungles, caves, underwater passages and ice chambers before a finale in the dinosaur's graveyard. Brilliant animation of some crazy creatures. A bit too easy to complete. Ungabunga!
★★★★

DOUBLE DRAGON 3

***Storm* £24.99 Beat 'em up**

Eagerly-awaited installment in the series. An accurate conversion of the coin-op that adds nothing new to the previous games in the style department. However, there is a slight twist to the plot and a few puzzles are included in an attempt at jazzing up the old tale.
★★★

DYNA BLASTER

***Ubisoft* £30.99 Arcade**

A direct conversion from the hugely successful PC Engine game, *Bomber Man.* The ability to have up to five human players on the screen at once is made possible by the special joystick adaptor, include inside the box. The basic idea is to race around the series of 64 mazes, cleansing them of beasties and leaving traps for your opponents in the form of time bombs. A simple idea that's proved to be very addictive. Originally released as a Japanese coin-op, rest assured that there'll be plenty more games of this type being released in the future.
★★★

ELVIRA - THE ARCADE GAME

***Flair* £25.99 Arcade**

Stunning graphics and very effective parallax. If the RPG wasn't to your taste this platform romp very well could be. Three different worlds to explore with an assortment of spells and weapons to use against the wizards, dragons, ghouls and wraiths you'll meet. Only let down by the size of the playing screen and its ease of play. Love her or hate her, *Elvira–the Arcade Game* will appeal to most.
★★★★

EPIC

***Ocean* £25.99**
Space Flight Sim

Wing Commander on the Amiga. After years of delay DID have delivered a masterpiece of 3D space combat warfare. Protect the Federation fleet on its perilous journey through space and engage enemy fighters or embark upon eight separate missions. A long time coming, but worth the delay. *Epic 2* is in production.
★★★★★

EYE OF THE BEHOLDER

***SSI/US Gold* £29.99 Role Playing Game**

A *Dungeon Master* clone that is superior to the original. Takes the idea a stage further by incorporating the feel of AD&D role-playing with improved characters and story.
★★★★★

F-15 STRIKE EAGLE II

***Microprose* £34.99 Simulation**

Another in the long-line of quality flight-sims from Microprose. Fly hundreds of missions in six war zones around the world, including the Persian Gulf, Vietnam and Central Europe.
★★★★★

F-29 RETALIATOR

***Ocean* £24.99 Simulation**

More an arcade game than a straight flight simulation, F-29 is brimming over with fast solid-3D graphics and fair number of 'bugs'. Contains dozens of different tactical missions with intense aerial combat and ground battles. Runcorn-based developer Digital Image Design is currently working on *Robocop 3* and *Epic*, Ocean's answer to the award-winning *Wing Commander.*
★★★★

GRAND PRIX

***Microprose* £34.99**
Drive 'em-up

More hot racing action from the author of the award-winning *Stunt Car Racer.* Realistic, fast-moving and

excellent 3D graphics. With up to sixteen tracks to choose from, you shouldn't tire of taking these Formula One buggies out for a spin.
★★★★★

HARLEQUIN
***Gremlin* £25.99 Platform Shoot 'em up**
The first game from developers The Warp Factory. The colourful clown sprite is extremely well-animated and a spooky dark mood presides over the many levels. *Harlequin* draws upon many different gaming styles from *Hunchback* to *Mario* and the strange worlds that he inhabits are as diverse as the colours in a rainbow. Great game-play, involving a kaleidoscope of different and pleasing enemy sprites plus a smoothness in movement that makes the game a joy to play.
★★★★

HEART OF CHINA
***Sierra* £35.99 Adventure**
Graphic adventures don't get much prettier than this. You take the role of an obnoxious loud-mouth American (do they come in any other format?) on a journey across China to rescue your fair lady. Extremely funny dialogue and a great deal of oriental flavour remain in the Amiga version converted from the gob-smacking PC product. A monitor might fail to do the tunes justice, but, rest assured, they are excellent. The only thing that ruins the experience is the limitations in the Amiga's speed and the horrendous disk swapping. Great stuff.
★★★★

HEIMDALL
***Core Design* £30.99 Arcade Adventure**
Graphics easily up to the standard of *Dragon's Lair* complemented by really meaty game-play, too. Starting with a trio of stunning sub-games, which include pig-chasing and axe-throwing, the main bulk of the game is made up of a massive isomtric play area, containing all manner of traps and hazards. By no means the most taxing of RPGs (the puzzles are pretty obvious), it is *Heimdall*'s sheer style and size which sets it apart from the rest. Believe it or not, this is the first gopment team, 8th Day, but this first effort is already hailed as the ultimate in arcade adventures... brilliant!
★★★★★

INDY HEAT
***Storm* £25.99 Arcade**
Worthy, and infinitely better, successor to *Off Road Racer*. Almost identical conversion from the coin-op. The potentially difficult control system has been handled adequately to make this one of the most playable racing games anywhere. Including 10 tracks that can be raced in both directions, providing 20 different courses. Lots of add-ons can be bought and the small sprites are surprisingly effective. Opponent's pit crews can be run over and their cars rammed and reduced to shambling wrecks. Great fun, but even more so with a competent, but slow racing friend. Take a look.
★★★

JOHN MADDEN FOOTBALL
***Electronic Arts* £25.99 Sports Sim**
American Football has never been presented better. *John Madden* provides a wealth of options that you can take or leave, without bogging the player down. The sprites are the perfect size and are complemented by a series of grunts, groans and speech. Different pitch surfaces and conditions add to the event and the realistic play will keep you rushing for hours. Not a very natural transposition from the MegaDrive console, due to its complicated control method, but both teams are in the same boat so fairness is assured. It also makes a nice alternative to Cinemaware's ageing classic, *TV Sports: Football.*
★★★★

KNIGHTMARE
***Mindscape* £25.99 RPG**
Role-playing with a sense of humour. Don't associate it too much with the childish television program as it would be much too hard for the youngsters. Intelligent monsters that can actually be heard coming with tell tale noises best exploited through headphones. The characters are very quick to react to their predicaments and can all be individually programmed to spring into action at a single click of the mouse button. A joy to play and equally addictive.
★★★★★

KNIGHTS OF THE SKY
***Microprose* £35.99 Flight Sim**
Taking the flight sim world back down to the basics. No radar-guided missiles or electronic HUD displays here, just 105 horse power engines and a machine gun that's prone to jamming! Fly or die for Britain or Germany in a bi or tri-plane set in WW1. Probably the fastest sim to date even when there's loads in the sky the ground detail and pace are still retained.
★★★★

LEISURE SUIT LARRY V
***Sierra* £34.99 Graphic Adventure**
The latest addition to the chronicles of the sexist, and some would say sexy, Larry Laffer. The lovable lad is currently working for a cable porn channel, what else? The ratings are falling fast so Mr Big comes up with the idea of a 'Blind Date' style show. The host must locate and bed the sleaziest old boiler in the USA. So, with the names of three contestants firmly under his belt, Larry jets off to find the said heroine. Passionate Patty makes a welcome return to the fun, and serves to keep the plot alive. When all's said and done this is merely a continuation of the saga. There is isn't a great deal to do, and the interaction is limited to the constant clicking of the mouse button to skip through reams of text. It'sstill fun, though, and occasionally funny, but little's new and we get the feeling that Larry's served his time and is on the decline.
★★★

PARASOL STARS
***Ocean* £25.99 Arcade Platform**
A natural successor to the Bub and Bob story. If you thought no sequel could beat *Rainbow Islands* you'd be right. However, *Parasol Stars* is a classic in it's own right. The rainbows have been replaced by umbrellas and the one-player feature has been surpassed with simultaneous action. The colourful presentation and fabulous cutesy sprites are a dream. New gameplay tweaks include being able to pick up monsters and hurl them at each other, water bombs and secret levels. There are so many new features that we can't list them all here. The nice puzzle element complements the heavily disguised shoot 'em up perfectly. Scoring 95% in our full review, it's a must so go out and buy it!
★★★★★

POPULOUS 2
***Bullfrog/EA* £29.99 Strategy**
One of the best games ever released. No kidding. Basically the same play principle as *Populous*, only everything has been improved to perfection. Try to become more powerful than Zeus by defeating a series of Greek Gods and mythological creatures. State-of-the-art game-play and presentation. You simply cannot be without this game in your collection. There are two versions, owners of one megabyte machines are treated to even better graphics and sound.
★★★★★

STORM MASTER
***Silmarils* £29.99 Strategy**
Alternative strategy with real depth.The possibilities are almost endless as you take control of an entire country. You must feed, defend, and generally be responsible for every aspect of her welfare. A fascinating game with more twists than are usually associated with this type of thing. There's even a 3D arcade sequence included. But the best accolade you can give a game is that it's fun. *Storm Master* is most definitely that.
★★★★

UTOPIA
***Gremlin* £29.99 Strategy**
Despite a similar look to *Populous*, this is effectively *SimCity* in space. Can you construct the perfect place to live? And even if you can, what about the ever-present threat of an alien invasion? Every game presents a new challenge, and in the later stages, the game really opens up intoa massive space opera. Quite easily Gremiin's best game ever, and a sequel is on the way.
★★★★★

Doctorin' the disks

We now know that Amigados floppies contain 1760 blocks of data. But what do these blocks contain, how are they arranged, what do they look like and will they be friends with me? In the second installment of our three-stage guide to all things floppy, Nick Veitch delves deeper...

PART 2

First of all, not all blocks are created equally. Just as there is hierarchy and bureaucracy everywhere in life, there is even a certain amount of red tape to be gone through for a poor data block. Essentially, there are seven types of blocks: root blocks, directory blocks, file header blocks, file list blocks, data blocks, bitmap blocks and bitmap extension blocks.

The first two blocks on the disk are known as the Boot blocks. These blocks contain information about whether the disk is bootable (whether the Amiga will be able to start up using that disk rather than Workbench), and also information on the root block. The first word of the first block of the disk (a word is four bytes long) contains the code for what type of format the disk is using. These can be any of the following: DOS0(Original Filing System), DOS1 (Fast Filing system), KICK (Kickstart Disk), NDOS (non-standard disk).

ROOTING AROUND

The root block is probably the most important block of all, and contains essential information regarding the disk's root directory, the name of the disk and a lot of housekeeping information. Let's take a look at that structure in full:

Word 0 – contains the type of block, in this case T.SHORT

Word 1 – is the header. It is unused on the root block

Word 2 – sequence. Again, this is unused in the root block

Word 3 – contains the size of the hash table. This should be 72

Word 4 – the data word. Unused in the root block

Word 5 – The checksum. This contains the word checksum for the block

Words 6-77–- These 72 words are set aside for the hash table which contains the directory entries.

Word 78 – is the BMFLAG. This should be true (1), indicating that the bitmap is valid

Words 79-103 – The bitmap.

Word 104 – The bitmap extension. A pointer to an extra bitmap block if required.

Words 105-107 – Three words contain the current date and time

Words 108-115 – the BSTR words contain the name of the volume

Words 116-117 – Unused

Words 118-120 – Three words for the last modification date.

Words 121-123 – contain the disk's format date. This is used to help AmigaDOS tell the difference between two volumes of the same name.

Word 124 – is the chain. Unused in the root block.

Word 125 – Parent. Unused (the root block has no parent)

Word 126 – Extension. Unused

Word 127 – contains the block's secondary type, in this case ST.ROOT

BUT WHAT DOES IT ALL MEAN?

That's probably confused you, so let me explain a bit.

The checksum is the way a disk tells whether something is wrong somewhere. All the words in the block are added up. If this number overflows the maximum value for a word (4292967296) the counter is reset to zero and counting continues. The final sum is subtracted from the maximum and placed in the checksum word. This way at any future time when all the words are added up (including the checksum), the answer should be zero – if not, something is badly wrong.

The hash table contains the directory of the disk. Every filename goes through a filter which returns a value between 1 and 72. This number is used as an index for the hash table. Whenever that file is accessed, the hashing is performed on the name and Amigados immediately knows where to look in the hash table for the relevant information. Each word in the hash table will contain a pointer to a file or directory or a zero if there is nothing associated with that number.

The bitmap is sort of a mini–map of the disk. There is one bit for every block on the disk. A false value (0) indicates that block is empty and, strangely enough, a true value means that it's taken. There may be data from a deleted file in a block flagged as empty but as far as AmigaDOS is concerned that block is empty.

The name of the volume is stored in BSTR format. The first byte contains the length of the name and the rest contain the actual name at one character per byte. This gives a possible 31 characters but filenames should not be more than 30 characters.

THE REST

Other blocks, with the exception of data blocks (which contain mostly data) are very similar to this. A directory block acts like a little root block and a file header is like a directory of blocks that belong to that file.

FFS does away with a lot of the double-checking that goes on and consequently the fileheaders are a lot smaller but, ironically, would work out a bit slower on a floppy drive with more than a couple of directories.

NEXT MONTH

In the final part of this series we'll see how what we've learned can help us to restore data from damaged disks.

SELL OUT

TO BE SEEN IN SELL-OUT
CALL KAREN NEILL 071-972 6700

AMIGA SOFTWARE! For hire from £2.99 for one month. Try before you buy. S.a.e. for details. Amigastuff, 62 Houfton Road, Bolsover, Chesterfield, Derbys, S44 6SG.

AMOS £25, videoscape 3D £35, Sculpt + Animate 3D £40, Word Perfect £35, Pro Video £40, Deluxe Video 3 £40, or £150 the lot. Call Dylan on: 0255 673996.

AMIGA SOFTWARE and video films for sale. For info and prices, write to: Tor Wallin, Box 51, 2826 Snertingdal, Norway.

AA . . . AMIGA assist... AA tuition, advice + consultation for the non-expert. Beginners welcome. X CAD pro specialist. Installation + advice on many applications. Reasonable fees. Phone 071-603 4437.

PLEASE CAN I HAVE AN AD IN SELL OUT

Lineage - 30p per word to private idividuals - 20 words min.
40 words maximum, 40p per word to Trade, 20 words min - 40 words maximum.
Semi-display - £15 for S.C.C.Ring 071 251 6222.
All classified and semi-display advertising is pre-payable.
All classified ads are subject to space availability.

PLEASE PRINT IN CAPITALS

I ENCLOSE CHEQUE / P.O. FOR £

NAME..

ADDRESS..

TOTAL NUMBER OF WORDS..

POST TO: **Ad Dept, CU Amiga, Priory Court, Farringdon Lane, London EC1R 3AU.**

WARNING

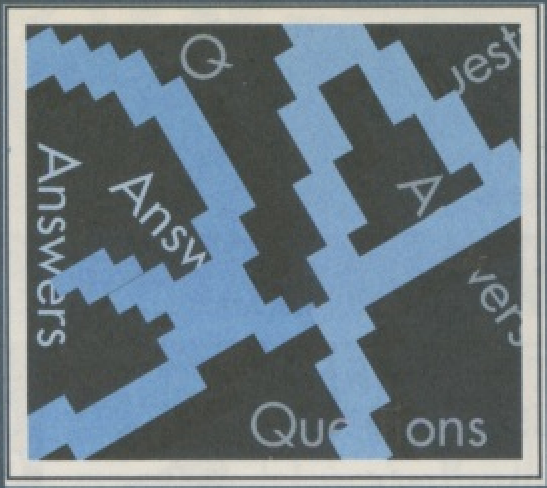
It is illegal to sell pirated copies of computer games. The only software that can be sold legitimately through our classified section are genuine tapes, disks, or cartridges bought from shops or by mail order from software houses.

POWERBYTE P.D. (Amiga) popular supplier: disks 79p-95p incl, 1st class p&p. 80p for catalogue. Fast friendly reliable service, games demos utilities, T Bag music. Send s.a.e. – Powerbyte BD (Dept. Ch), P.O. Box 1060, Bircotes, Doncaster, S. Yorks. DN11 8R2. Tel: 030274 2955 6-8pm.

AMIGA P.D. games £1 including p&p. For catalogue disk and free game send 70p to A. Price. 176, St Georges Crescent, Cippenham, Slough SL1 5PD.

A500 PLUS compatible Public Domain software. Send stamp for printed catalogue. Pathfinder PD, 41 Marion Street, Bingley, West Yorkshire BD16 4NQ.

CONTACTS WANTED to swap games. Send lists to Nick Mansell, 62 Wolsey Drive, Walton-on-Thames, Surrey KT12 3BA.



Mat Broomfield is here to answer the questions that lesser men fear to touch!

BOOK HELP

I've recently bought an Amiga 500 Plus, and would like to learn to use it properly. Can you recommend any books to get me started?

Ian R.King, Seymour Hill, N.Ireland

There are a number of excellent beginner's books available, and my personal favourites are Mastering AmigaDOS 1&2, and Mastering Amiga Beginners, which are published by Bruce Smith Books.

Abacus also publishes a very popular range of books covering all aspects of the Amiga, ranging from machine code to Basic. Most good book shops should be able to order these books for you, but if you encounter any problems you can order them from Computer Manuals Ltd, 50 James Rd, Tyseley, Birmingham, B11 2BA. Tel: 021 706 6000.

AMIGA TO PC WILL GO

I'm writing to ask you about transferring files between *Word Perfect* on the Amiga and the same program on the PC.

I own a copy of *Word Perfect 4.2* on my Amiga which works well with my 24-pin Citizen Swift printer, but I'd like to be able to write files at home which can be printed out on the PC's laser printer at work. The PC has *Word Perfect 5.2* installed, and can import files such as DOS text, Spreadsheets, etc.

The Amiga version allows me to output documents as IBM text and IBM Word Perfect files. But if the Amiga saves the text using the IBM export path, the PC cannot read the data because it's on an Amiga formatted disk and is therefore rejected – and vice versa. I've read in the Amiga manual that information can be transferred to IBM disks, but only using a 5.25 inch disk drive. Can you help?

Nicholas Hill, Wootton, Bedfordshire

All you need is a program which enables you to copy files from your Amiga to a PC disk. *MessySID* is ideal, and can be purchased from NBS Public Domain. To use the program, save your text file in IBM *Word Perfect* format on a standard Amiga disk. Using *MessySID*, you can then copy this file onto a standard 720K PC disk, and your IBM will be able to read it. Write to NBS at 1 Chain Lane, Newport, Isle of Wight, PO30 5QA.

CLOCK SETTING

I recently purchased an A500 which came complete with a half megabyte RAM expansion. When I try to set the time on the battery-backed clock, I receive the message 'battery-backed clock not found'. I'm not sure whether this is a hardware fault, or is in some way due to what I'm typing, so please explain the correct sequence of commands required.

Miss L. McKeown, Sowerby, N.Yorks.

The most likely reason for the message is that a clock isn't present. They don't come as standard, and many of the RAM upgrades bundled with A500 packs didn't include one.

The easiest way to check is to have a look at the expansion board itself (found inside the trapdoor slot underneath the computer). A clock is usually a large oblong component about quarter of an inch thick, and roughly the size of two tiddly five pence pieces side by side. As it's the only component remotely this size or shape, it shouldn't be too hard for you to determine if one is present. Assuming your expansion has a clock, though, you should check that it has been fitted correctly. If in doubt, remove it and refit it yourself. The chips should be facing in towards the computer so that they're out of sight.

If this still doesn't help, I suspect that the clock, or the connections linking it to the board, are faulty. The clocks are particularly susceptible to damage, and don't like coming into contact with any metallic objects. If this is the case, remove the RAM upgrade and return it to the shop where you bought it. Having confirmed that you have a working clock, you can set the time with the DATE and SETCLOCK commands. For example: DATE 09-MAR-92 17:52:59 <return> SETCLOCK SAVE <return>

The DATE command will set the date to the 9th of March 1992, and the time to 5.52pm (and 59 seconds). This only sets the system clock, but will be lost when the power is turned off. To store the time in the battery-backed clock, you should follow the DATE command with the SETCLOCK command as indicated.

MUSIC MAKERS

I want to use my new A500 Plus for making music. Are there any programs – PD or commercial – that would enable me to construct a song using 'built-in' drum and bass sounds, without the need for sampling?

I'm a guitarist, so a basic program like this would obviously help when writing songs.

Dave Fox, High Green, Sheffield

Most Amiga music packages allow you to use samples, and are supplied with a selection ready for use. Additional samples can be purchased from most PD libraries for a pound or two per disk. Although my favourite music packages are *MED* and *Deluxe Music Construction Set* (*DMCS*), many Amiga musicians prefer to use a *Sound tracker*-compatible program such as *Protracker*.

Most programs require songs to be entered in a coded form where letters and numbers represent the notes, along with any effects that may be added. *DMCS* allows you to use proper music notation, and is a useful aid if you want to learn to sight-read music. It's available for £69.95 from Electronic Arts, 11-49 Station Road, Langley, Berks, SL3 8YN. The other packages are Public Domain and can be bought from most PD companies.

DESKJET 500/+ DRIVER

I'm writing in response to a question raised by Giles Durys of Belgium in the February issue, in which he asked about the existence of a driver for the HP Deskjet 500. I've read similar enquiries in other magazines, so I thought I'd do my bit to try to clear things up.

In answer to Gile's question, until recently there was no driver for the 500, or it was at least very well hidden. I'd given up my quest for a 500 driver until a few weeks ago one appeared in the on-line PD library at Lancaster University. I down-loaded it from the automated server via JANET E-mail. However, I'm assuming our friend doesn't have access to JANET, INTERNET or similar, so he should try the usual PD libraries.

Incidentally, I think that it's worth pointing out that the Workbench Deskjet driver is more than adequate for use with the Deskjet 500 printer. Most problems arise when you want to access the extra internal fonts such as TimesRoman or Letter Gothic. These cannot be selected through the printer keypad, so you either need a word processor that supports the internal fonts, or knowledge of printer escape sequences. The most comprehensive support I've seen, is offered by *Wordworth 1.1*, which allows you to use all of the printer's internal fonts.

I hope I've been of some help to budding Deskjet users.

Gareth Price, Middlesbrough, Cleveland

LEARN MACHINE CODE

I'm writing to inform your readers about 'The Missionary' disk from A.B.O.T.S. If anyone is learning 68000 machine code, this is the disk for them. Perhaps you could review a disk in a future issue?

Ken Hayes, East Herringthorpe, South Yorks

You can contact A Bit on the Side at 8 Thorold Place, Kirk Sandall, Doncaster. Tel: 0302 887332.

LOADING PROBLEMS

Just lately I've had trouble with my internal drive. With increasing regularity, I'm simply returned to the start screen (the hand holding a disk) after I've inserted a disk. At first, this was not much of a problem, but I recently bought *Prince of Persia* which won't load at all. It loads on my friends' computers, though. Is the disk drive causing the problem, or could it be something else? I've used a head cleaner, but to no avail.

Paul Lamport, South Norwood, London

In all likelihood, your drive heads are out of alignment. They can be realigned using an alignment kit, or get the problem attended to by a computer repair centre. It's also possible that your software is faulty. I've heard a number of complaints regarding *Prince of Persia* as the game apparently requires your drives to be in tip-top condition before it will load.

Also, if the Amiga's power supply is failing, loading problems can be caused. Try borrowing a friend's power supply to test this possibility. If none of these help, I suggest that you get your computer looked at by a professional.

You can contact FMG (Commodore's authorised repair centre), at FMG House, Newcombe Way, Orton Southgate, Peterborough, PE2 0SF. Tel: 0733 371304. Alternatively, you can buy the Ami- head alignment kit from HB Marketing, Unit 3, Poyle 14, Newlands Road, Colnbrook, Slough, SL3 0DX. Tel: 0753 686000. And if the worst comes to the worst, new power supplies are available from Power Computing, Unit 8, Railton Road, Woburn Road Industrial Estate, Kempston, Bedford, MK42 7PN. Tel: 0234 843388.

DIY BOOT BLOCK

I'm interested in writing boot-ups for my own disks. Can you recommend a PD utility or any books on the subject? Although I have utilities which let me create scroll texts, I want to completely write my own boot block.

Paul Lamport, South Norwood, London

There are dozens of PD utilities for creating your own boot tracks, but most offer the same things: add scroll text, pictures, virus checkers and system selectors, for instance. To write your own boot from scratch, you'll either need to learn machine code or C.17 Bit software can supply you with all of the current boot block editors, four of which are contained on disk #1571. Contact them at PO Box 97, Wakefield, WF1 1XX. Tel:0924 366982.

DRIVE NOISE PT. 2

After reading the letter by S. Arkham in the February issue about disk drive noise, I've also noticed games that sound awful when loading on my new A500+. Strangely enough, my friend, who also owns an A500+ seems to have a quieter drive than mine. Have Commodore changed the specifications of their internal drives?

J.Heritage, Haddenham, Aylesbury

Loading noise can be attributed to how well the drives are mounted within the machines, and there does seem to be quite a difference from one Amiga to the next.

PROTECTION PROBLEMS?

With the introduction of new software protection systems, will software become less reliable? I hate the dongle on *Robocop 3*. Do you really have to turn the computer off to plug it and unplug it?

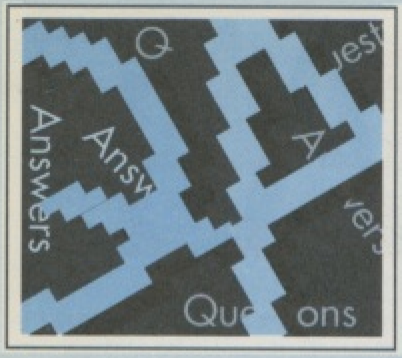
J.Heritage, Haddenham, Aylesbury

Whilst I suspect that it might be OK to remove it with the power turned on (after all, it only sits in the joystick port), I'm not prepared to risk it with my copy, and I wouldn't suggest that you do either.

TO PC OR NOT TO PC?

I've owned an Amiga for three years and use it primarily for flight sims and the odd bit of word processing. Up until six months ago, I was convinced that it offered superior graphics and sound when compared to all the other 'home' computers including the PC. However, things are a little different now with the Super VGA graphics and Sound Blaster cards available for the PC. The Super VGA monitors are composed of much finer pixels and give a better graphic image than the Amiga monitor, and the sound card produces audio which is as

Advertisers Index



good, if not better than the Amiga.

Is it time to look at crossing over to the PC, or is there anything in the pipeline to upgrade the Amiga and keep it in contention?

Andrew Busst, Gore, New Zealand

I think that the first thing you should do is compare the price of a basic Amiga to any PC offering similar facilities. I think that you'll find the Amiga comes out considerably cheaper.

There are already some very high resolution multi-sync monitors available for graphically aware Amiga owners. However their price tag (£400-800) makes them prohibitive for games users – who don't require that sort of resolution anyway. Also, the Sound Blaster and Super VGA are either expensive optional extras, or only come as standard on the higher priced machines.

Having said that, I acknowledge the fact that the PC is posing a serious threat to our beloved computer, although the Amiga is now selling in ever-increasing quantities. There are rumours of a number of exciting upgrades, including an Amiga portable, new sixteen-channel sound chips and two new machines (the A600 and A4000?). Also, as 24-bit technology becomes more widespread, who knows what we could be seeing in a year's time. Commodore are not a company to just roll over and surrender to the opposition, so I suspect we'll be seeing some stunning enhancements in the near future.

ANY PROBLEMS?

If you have any questions of a remotely technical nature, we'll do our best to answer them. Send your letters to: Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

EXTERNAL DRIVE BOOTING

In the February issue, you suggested that a reader fit a boot selector to let him boot from an external drive. A500+ owners may be interested to know that this option is already built into their machine. If you hold down both mouse buttons whilst turning the power on, a boot selection screen appears from which you can choose the boot drive.

Simon White, Stretton, Staffs

LINK VIRUS QUANDARY

I have several disks that I think may be infected with Link viruses. When I put these disks through a virus checker, I'm told that they are non-DOS disks and/or that there is a checksum 880 error. Can file viruses exist on non-DOS disks? If so, how do I check for them?

Darren Clarke, Cowley, Oxford.

File viruses work by attaching themselves to, or replacing, existing Amiga DOS files. Therefore, if there are no Amiga DOS files to link on to, they're not effective. However, it is conceivable that a Link virus could infect a file whilst it was in DOS format. If the file was then converted into a different format, the virus would be impossible to detect by conventional means. In which case, the only possible solution is to convert the files back to their original format and check them.

In the case of games, companies put their games through rigorous virus checks before they are released.

PPSHOW PROBLEM

Having created and compressed a picture that I wanted to display using *Power Packer*, I stored it in the C directory of my disk. I also copied the *PP Show* program into the same directory. I then amended the startup-sequence to include the command: PPSHOW c/mypicture.

Every time I boot up the disk, I get the message 'You Need Power Packer Library V33'. I've looked at other people's disks and I seem to be doing things correctly so what's wrong and what does this message mean?

Simon Marlow, BFPO 25

The problem is caused because you failed to include the special library routine that *PP Show* requires. The Power Packer Library V33 is a file which should reside in the Libs directory of your disk. I think you'll find that once you've copied it there from another disk, everything will work according to plan. If your disk doesn't have a Libs directory, create one first using the MAKEDIR command.

SAVING TO ANOTHER DISK

I've drawn a picture I consider good enough to send into your 'Screen Of The month' competition. The trouble is, the only way that I can save it is to make a back-up copy of my *DPaint* disk and save it on that. Can you tell me how to save my files on to another disk?

Andrew Rawson, Handsworth, Sheffield.

It's surprising how many 'Screen Of The Month' entries are submitted on copies of *DPaint*. Not to worry, though, there's a simple solution to your problem.

1. Prepare an empty disk using the 'format option of Workbench 2, or the 'initialise' menu option on Workbench 1.2 or 1.3.

2. Give the disk a name of your choice, using the Rename menu option from Workbench.

3. Load your art package and draw your picture.

4. When you're ready to save your work, select the 'save' option from the art package's menu.

5. When the save window appears, click on the box marked 'drawer' and delete anything that's in there.

6. Type in the exact name you gave your newly-formatted disk, followed by a colon. For example, if you called the disk PicSaves, you should type PicSaves:

7. When you press return, the Amiga will automatically ask you for the named disk. Insert the disk, and your pictures will now be saved on to that disk when they have been given their file names.

Alternatively, if you are using a second drive, simply put the new formatted disk into the second unit and, when saving out relocacte the pics to DF1. From here, you can then switch between drives at any point. And you can also swap files already saved on to other disks to this disk, too.

That's the lot for another month. Hopefully you've found something useful in this bumper crop of Qs and As. Your tips are always greatly appreciated. If you have a question, solution, or would like to comment upon an issue that's been raised in these pages, please write to Q&A, CU Amiga, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

BACKCHAT

JOHNNY B-GOOD

I'm a real fan of all things tacky, and those crappy 'Creature Feature' films eat up as many of my spare hours as playing with my Amiga. Thus, I am over the moon to see that Gremlin are releasing *Plan 9 From Outer Space* for my machine. I can now combine both interests in one go, but I hope it doesn't just end there. There are so many bad films out there which are aching for conversion. I think Gremlin have opted wisely for an adventure format with *Plan 9*, but I would love to see arcade games based on The Mummy, The Creature From The Black Lagoon, and The Day The Earth Stood Still. I've already got *Ant Heads, It Came From The Desert*, and *Night Hunter*, but these aren't enough. So, after *Plan 9* will I be able to get a decent fix?

Simon Cattrell, Petersfield

It depends on the success of *Plan 9*, but the rumours are that several other films are under consideration. Personally, we'd love to see a giant spider film or a decent version of Jaws – after all, Screen 7's version was complete trash. We'll just have to wait with baited breath (baited... shark... geddit!).

PLAY TO WHINE

I'm writing to complain about the content of your Play To Win section of late. It seems to be almost completely given over to adventures, which alienates thousands of us arcade fans. There was a time when you would give us pages of small tips, but no longer. What's more, decent arcade games, such as *The Simpsons*, are dying to be tipped but you seem to ignore them. So come on Play To Win, play fair and give us arcade fans a treat – a bundle of small tips would be appreciated.

David Reardon, Cambridge

It certainly hasn't been intentional and we apologise for anyone who feels left out, but Play To Win covers current games that we feel people may need help with. Thus, we tend to cover games where we can help directly rather than imply stuff or simply join the screens together willy-nilly. However, your request for small tips is granted, and, rest assured, arcade games will be covered if they warrant it.

OLYMPIXELS

I recently heard that U.S. Gold are going to be releasing an Olympics game. What, I want to know is will Epyx be doing it. I've been a fan of Epyx's 'Games' series ever since I bought a cassette version of *Summer Games* for my C64, and have followed their progress through *Winter Games, World Games, Summer Games II, California Games* and the Winter and Summer Editions. What I like about them is that they genuinely require skill to gain optimum marks, rather than necessitating the continual destruction of joysticks before the Gold medal is achieved. Are Epyx the people behind the game? They certainly ought to be, and their past work with U.S. Gold has raised my hopes massively.

Steven Jessop, Derby

At one point, we heard that U.S. G wouldn't actually be producing an Amiga version, and that the console-only game was in the hands of Tiertex. However, the latest news is that an Amiga version is on the way, but as of yet the developing team hasn't been named. However, it seems pretty unlikely that Epyx will be involved as they seem to be concentrating on PC products these days.

WHATEVER HAPPENED TO INNOVATION?

I'm one of those jaded computer owners, who went from Acorn Atoms, on to BBC Micros, C64s, Spectrums, Amstrads, STs and Amigas, and what I want to know is: whatever happened to innovation. I use my Amiga for everything from Word Processing to games, but I would love to use it for more obscure things. One of my fondest memories is of a Spectrum game called *Surf Champ* (I think), and rather than using the joystick or keys, the player actually had a little plastic surfboard which went over the control keys.

OK, so we still get silly-looking control devices, but all the useful and weird gadgets, like Logo Turtles and the Surfboards seem to have died a death. I know there's only so much you can do through the Amiga's ports but with a little bit of imagination, I'm sure something different could be achieved.

Darren Kennedy, Finchley

MIRROR, MIRROR...

LETTER OF THE MONTH

I was really pee'd off to see that Mirrorsoft are no more, as they were one of the few companies who offered a variety of gamestyles. As well as producing really hot arcade games, such as *First Samurai* and *Speedball II*, they could also please the adventuring fraternity with the likes of *Mega-Lo-Mania* and *Legend*. OK, so they produced their fair share of toadies (need I mention both *Turtles* games and *Champion Of The Raj*?) but, on the whole, they were consistently good.

What bothers me, though, is what is going to happen to the likes of *Alien 3*, *Apocalypse*, and Sensible Software's Footy game? *Alien 3* is obviously one of the hottest licences around, and a decent game featuring the acid-blooded creatures is very overdue. I know that Acclaim have bought up what was left of the company, but does this include all their forthcoming releases?

Graham Powell, Southport

Sadly, it looks a bit grim regarding *Alien 3*. From what we hear, Acclaim, although owning the rights to the licence, won't be producing an Amiga game any more. On a brighter note, though, Strangeways' *Apocalypse* now resides with Virgin and is currently being rescheduled, and it's probably likely that Sensible's Soccer will end up there, too. In addition, some of the other RPG-orientated games have gone to Mindscape, whilst it seems that most of the currently available games will be compiled eventually by other companies. UBI Soft, for instance, are apparently, compiling *Mega-Lo-Mania* and *The First Samurai* in a two-game pack for thirty quid.

GOT SOMETHIN' TO SAY? CU AMIGA is the country's fastest-growing magazine, and therefore the premier forum to air your views on anything connected with the Amiga scene. Your comments can make a difference so don't be indifferent, drop us a line today.

I remember seeing a Skateboard device which didn't actually crush your keyboard, but operated via another device linked to the joystick port, but that seems to have gone AWOL. There are still several good items available, such as light pens, etc – but there's only a finite number of ideas which can do the rounds, and these are nigh-on exhausted. Still, we live in hope...

PRINTS CHARMING

Thank you, thank you! For months I have been considering buying a printer for my Amiga, but all those buttons and printer drivers have made this 45 year–old shy away from such things. However, on skimming through your March edition I was thrilled to find an idiot's guide to getting printing. I am now the proud owner of a Canon bubble jet printer and, thanks to your step-by-step piece, it actually works! Thanks very much for explaining what, for me, was a minefield of techno-babble and even more thanks for getting me started – there'll be no stopping me now...

Ian Hinton, Farnborough

BARGAIN HUNTING

In response to the letter in the March issue regarding bargain hunting, personally I save my money for shows. I recently went to the Shopper Show and came away with loads of stuff that I wanted – in fact, twice as much as if I had bought it mail order or from shops or catalogues. It may be a hassle getting monitors and hard drives home on the train (especially on the Underground), but I must have saved over seventy quid on the assortment of games, utilities and other goodies I bought. So if you want to spot a bargain – get to a show. Not only can you buy the stuff cheaper, but the people who make it can often help you, too.

Adrian Kemp, Slough

ARTISTIC LICENCES

It's good to see that, at long last, licences are being treated better. Of late, I have bought *Hudson Hawk*, *The Blues Brothers*, and *Robocop III* and haven't been disappointed with any of them. *Robo III* in particular is excellent, with brilliant music and a real movie atmosphere coupled with a really playable game. Also, although it uses lots of dull game ideas, I must admit to liking *Terminator II* as well. OK, so it doesn't really mirror the film in terms of sprites, but it is still quite playable – especially the driving sections. Hopefully, then, loads more films will be bought up and we won't end up with the *Darkman* or *Godfather* syndrome ever again.

Milton Andrews, Stockport

ASSEMBLY LINE

I'm interested in getting to grips with machine code, and I'm currently searching for a decent assembler program to upgrade from my BASIC language. Can you tell me exactly what the packages do, and which ones are the best?

David Scarp, Inverness

You're in luck. The latest version of HiSoft's *Devpack* assembler has just been released. *Devpack 3.0* is really the only contender for the assembler crown. Try calling HiSoft (0525 718181). Perhaps you may be going in at the deep end, though. Have you ever thought about C. There are a lot of good PD C compilers around and these have full instructions on how they work and what they do on the disk.

STUNT-ED GROWTH

After reading your RIP feature on dead games, I was flicking through back issues of my Amiga mags, looking for games which never made it. One in particular caught my eye, and was called *The Last Stuntman* and was due to be released by CRL. There was only one screen shot with the piece, and it looked like a parachuting game, with the player fighting for a parachute. As CRL are no longer around, I wondered if you knew who held the rights to the game now. It didn't look particularly brilliant, but seemed quite a laugh. Any idea what happened to it?

Mike Dutton, Weymouth

***The Last Stuntman* was supposed to be released in 1990, but for some reason never appeared. The final game was to have featured train fights and other rough'n'tumble antics. However, the parachuting sequence has since emerged on the PD circuit as a stand-alone game. A one or two-player game, the basic aim is to fight your opponent for the one parachute which will save you from an untimely death. It's available from most PD libraries and, like you say, is a real laugh.**

WHY BOTHER?

I've owned an Amiga now since the start of 1990, and if there is one thing that annoys me the most it is Readysoft's continual stream of unplayable games. *Space Ace*, *Dragon's Lair* and its many sequels, they all come and go at fifty quid a shot, and none are worth even a tenth of their ridiculous prices. When I first got my machine, I mistakenly bought *Dragon's Lair* having seen the incredible screenshots in an advert. As I prepared to walk across the bridge and explore the Disney-style play area, I was immediately aware that the game was quite simply an updated multiple choice affair, rather than a 'proper' game. I wasn't to know that the coin-op was the same, and felt very cheated – still, it was a lesson learned.



Now, though, Readysoft seem to churn out more and more of the games, and none have one jot of playability. The reviews all echo the phrases 'nice looking, over-priced, and no gameplay', but they still release them unperturbed. Who buys them, that's what I want to know? By now, people must realise that they are basically paying for a *DPaint* Anim, which can be completed in a matter of hours. I see now that Readysoft are promoting 'enhanced playability' in *Guy Spy*, but I doubt it very much and we'll probably end up with another fancy demo.

Shaun Byrne, Walsall

I agree with you that they aren't exactly the most playable games in the world, and are over-priced, but perhaps people buy them because they really show the Amiga's graphical prowess. You'll never get fully-interactive cartoons on the Amiga, but at least they're trying.

WINTER WONDERLAND

A few years back, my mate had a game called Manhattan something by some French company. It was a beat 'em up which was set around docks and seedy buildings (I think), and I really enjoyed playing it. I'm now trying to get hold of it for my Amiga, have you any idea of what it's called and where I can get one?

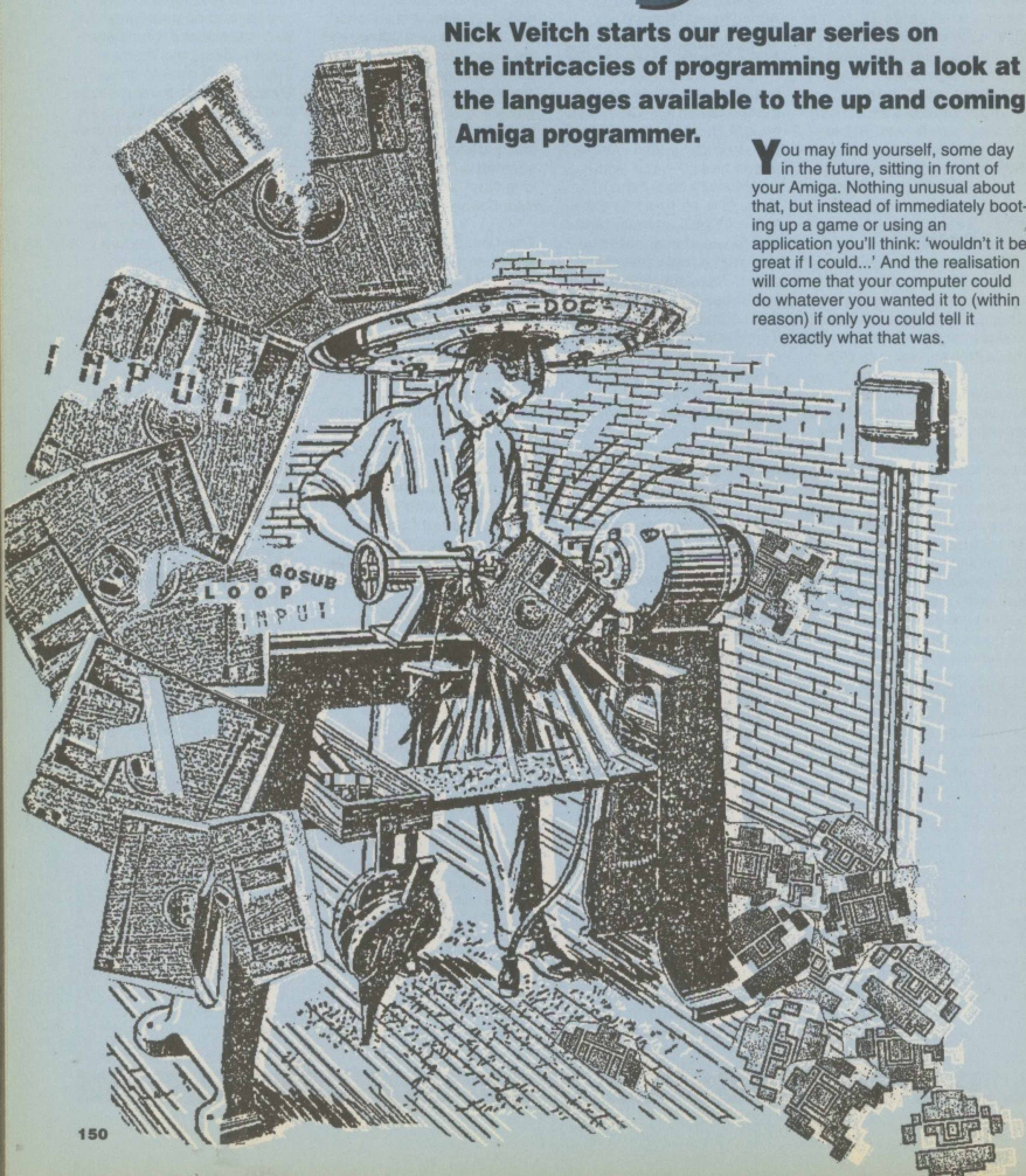
Alan Brooke, Wimbledon

It's called *Manhattan Dealers*, and was one of Silmarils first products released in the UK. Prism Leisure have recently repackaged it as a budget game and it can be picked up from most software retailers for less than a fiver.

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

mind your

Nick Veitch starts our regular series on the intricacies of programming with a look at the languages available to the up and coming Amiga programmer.



You may find yourself, some day in the future, sitting in front of your Amiga. Nothing unusual about that, but instead of immediately booting up a game or using an application you'll think: 'wouldn't it be great if I could...' And the realisation will come that your computer could do whatever you wanted it to (within reason) if only you could tell it exactly what that was.

...language...

MY COMPUTER DOESN'T UNDERSTAND ME

The thing about computers is that they are not very smart. They have no common sense and will only do what you have told them. The microprocessor itself can only understand roughly 150 instructions which isn't a great deal. The trick is in combining these instructions together to perform something useful. A robot armed with a felt tip pen and two instructions can draw a square, and programs are basically a list of more complicated instructions which are broken down into simple ones for the computer to understand.

The days of voice-activated intelligent operating systems like Blake 7's ORAC may not be that far off, but for the moment we are stuck with writing code. By code I mean a list of instructions which will tell the computer what to do. To do this, we use a computer language. The language is like an interpreter – the go-between that accepts what the programmer wants and translates it into a form the computer can understand.

COMPILED VS. INTERPRETED

Like everything in life, or so it seems, there are two types of languages. A compiled language is where you write the code, the code is loaded into the compiler, and the compiler produces machine code instructions. This means that you end up with two files: one containing the code you wrote (the source) and one containing the machine code that was produced (the object).

The object code is then linked to produce an executable file, leaving another file to deal with. Obviously, if you make any changes to the source code you will have to compile and link the code again before you can use it.

Rather than convert the program to machine instructions all in one lump, an Interpreter does it a bit at a time. This means that the program will actually execute slightly slower (because the translation process is going on all the time the program is running), but you only ever need to have one file (the source).

This does not mean that every language is either compiled or interpreted, it depends on the version you have. Generally, Interpreters are more user-friendly (and cheaper) but compiled programs execute much faster.

LANGUAGE IS A VIRUS

Edgar Rice Burroughs once laid claim that language is a virus from outer space. This may indeed be true, but, nevertheless, computer languages seem to breed like a virus. There are many different languages and you will find that they tend to adapt better to certain uses. It is important to choose a language that works well for its application before choosing it for ease of use. It's all very well saying you were happy writing in Basic, but try writing a decent fractal generation program in it.

ARREX

ARexx is not really a programming language, it's more a sort of scripting language – a macro code. There has been a lot of talk about ARexx recently because it is bundled with Workbench 2.0, so a lot of people buying the A500 Plus at Christmas now have it.

It is far more useful than the original AmigaBasic it replaced on the Workbench disks, but you couldn't write *Robocop IV* using it. The real power behind ARexx is it's multiprocess communication ability. Everyone knows that the Amiga multitasks – that is, you can run more than one program at once and they will execute simultaneously. This is all very nice but you may as well be running them on separate machines unless they can talk to each other.

This is where ARexx comes in. Utilising the advanced port-handling features of ARexx it can pass instructions from one task to the other. Any application which supports ARexx will have it's own port label so that even if you have between two to twenty tasks running, ARexx will be able to distinguish between them.

Many applications now support ARexx and have a complete list of internal functions which can be accessed remotely by another task. Soon it won't matter what application you are running - because you will be able to run any other application through it via ARexx.

AMOS

AMOS is really a derivative of Basic but has such a following that it is worth mentioning separately. Essentially, it is AmigaBasic done properly with excellent facilities for accessing graphics, sprites, sound, and even AmigaDOS menus and requesters.

Written in France, AMOS has made such an impression on the Amiga community that AMOS programs are now appearing on coverdisks and PD disks all over the place. The original AMOS was an interpreted language but now there is a compiler version and an extended version for beginners, Easy–AMOS is due out very soon.

You will never be able to write exceptional demos in any language other than raw assembler but for ease of use and the speed at which you can achieve results, AMOS must be some kind of front-runner.

ALGOL68

Steer clear of this. One of the first languages ever it has all the panache of a tin of spam and the user-friendliness of a British Rail employee. By rights, this sort of stuff shouldn't be allowed on a machine like the Amiga, but there is a PD version knocking about.

ASSEMBLER

Assembly language or machine code is the language that the processor at the heart of your Amiga uses. This may make it very fast, but it also makes it very difficult to understand. There aren't many people who are fluent in pure binary.

To get around this, assembly language is usually writing in a kind of long-hand form, using slightly easier to understand mnemonics. This code is then compiled by an assembler to pure 68000 machine code. For speed, nothing can beat machine code. Unfortunately, it is also slightly harder to get to grips with than some of the so called 'higher' languages. Structuring? Forget it.

There are a number of assemblers around, including many PD versions. ➤

mind your language...

A68k, which is available via the Public Domain, is regarded as the official one but other PD and most commercial offerings are much easier to use. HiSoft's *Devpack* compiler is generally regarded as the best.

C

If any language was destined to be the Amiga's language it's C. Most of the original Operating System was written in C which means that it is incredibly easy to access various parts of AmigaDos from within a C program. Try writing your own routine to read files from a hard disk and you'll see what I mean.

C is very flexible. It follows a modular approach so that code can be generated in chunks and then joined together at the end. This makes planning very easy but can also be quite wasteful. Some of the symbols and structures used in the language can be rather confusing at the best of times, but a well-written C program is quite easy to follow once you get the hang of it.

Most of the complaints levelled at C are to do with speed. No language, however well compiled and optimised, is going to execute as fast as assembler. But it's a hell of a lot faster than AmigaBasic. It's also a lot easier to understand when it comes to making changes at a later date.

There is an update to C, known as C++. In C, the instruction to increment a variable by one is the label of that variable followed by '++'. The idea to upgrade C and then call it C++ is one of the very few examples of a programming joke – come back Benny Hill, all is forgiven...

The update itself does add a degree of power to your programming but is not as transportable to other systems. There are plenty of versions of C around. *Lattice C 5.02* used to be top dog but has fierce competition from *SASC*. There are a lot of PD variants about, some of which are very good. Check out *ManxC* and *Sozban C* in the Public Domain libraries.

Also available on shareware is the rather excellent C manual. Written by Anders Bjerrin (the guy who coded *SYS*, *Car* and *Miniblast*), it is an excellent guide that explains in detail almost every aspect of programming in C on your Amiga.

PASCAL

There are lots of different standards and versions of Pascal about, but very few on the Amiga. Pascal is a very structured language, and a bit verbose in parts. String handling is fairly dire but there is a more logical approach to loops and conditional loops.

HiSoft have a version of Pascal coming out very soon. Look out for a review in these pages.

BASIC

Almost everyone must have heard of Basic (Beginners All-purpose Symbolic Instruction Code). All versions of Workbench before 1.3 were shipped with a special and unique Commodore version of Basic for the Amiga called, cunningly enough, AmigaBasic. Lucky WB2.0 owners got ARexx instead.

Basic is the original language that everyone seems to learn at school. This is not necessarily a good thing. Basic isn't very well structured and, although it may be easy for the complete novice to get to grips with, it doesn't get programmers thinking in a particularly computer sort of way.

There are some good versions of basic around for the Amiga (GFA Basic, for instance) and there are even compilers around, although Basic is traditionally an Interpreter-based language. Basic is good if that's what you know or if you are going to have to learn it for school or college, but if you are starting out there are plenty of other, better languages for you. Because of its idiosyncrasies people who learn Basic have difficulty learning other languages.



MODULA 2

Originally billed as the thinking man's Pascal, not a lot has been done with Modula 2 on the Amiga. At present the only version we have heard about is Public Domain.

In structure, it is very similar to Pascal but has a better way of dealing with groups and lists, which may explain why several versions of *Empire* (a PD strategy game) were written using it.

FORTRAN

Because computers were originally developed to help scientists and statisticians, it is not surprising that one of the first computer languages was designed to perform calculating functions.

Although it has been updated countless times since the late sixties, there is still a flavour of men in lab coats about it. String handling and graphics functions are at a minimum and the symbolic code may look a bit old fashioned, but it's a serviceable old thing and very easy to understand no matter what language you were weaned on.

APL

Residing within the weird and wonderful category, APL is the language for die-hard mathematicians. Unhappy with having to type in standard ASCII characters, APL has its own symbols which perform various strange functions. It's structured around an interactive sort of environment although you can write programs in it - it's just a matter of defining them as functions. APL is not the first choice as a language for developing games but it's without a rival when it comes to using tables and matrices.

LISP

No, it's not a speech impediment, it's short for List processor. LISP is essentially a language for those interested in artificial intelligence. Its superior functions enable easy programming of fuzzy logic and all the elements that go into real AI. We have yet to see an Amiga version, though.

MINIX

Not really a language, MINIX is a junior version of UNIX, the operating system. There is a UNIX-compatible version of the A3000, so it is conceivable that you may wish to develop applications for use on an Amiga running UNIX. MINIX, so far, does not support hard drives, so it's usefulness is limited to the size of your memory expansion and the number of external drives you have connected.

PC EMULATORS

There are many more languages available (and many more versions of the languages discussed here), but a lot of them never made it to the Amiga – either because they were considered too old or too specialised. Virtually every language known to man is available on the PC, so if you have a specific need it may be an idea to get hold of a PC emulator such as the KCS board or the Vortex ATOnce card. This is a bit of a cop-out as you will only be able to develop code for the PC this way. The advantage, though, is that you can develop code on the PC (which has many very professional packages available) and then port it over to the Amiga for use.

EAGLE SOFTWARE

118a Palmers Road
New Southgate
LONDON N11 1SL.

(10 am - 6pm 6 days)

Tel: 081-361 2733/5730

(2733 Faxline after 6pm)

FREE MYSTERY GAME WITH ORDERS OVER £50

Access VISA

ST & AMIGA BUDGET TITLES UNDER £10

				Predator	£6.99
				Rambo III	£6.99
1 Meg Cricket (Amiga only)	£7.99	Dragon Ninja	£6.99	Red Heat	£6.99
3 Stooges	£6.99	Fantasy World Dizzy	£5.99	Resolution 101	£6.99
3D Pool	£6.99	F16 Combat Pilot	£7.99	Road Blaster	£6.99
Afterburner	£6.99	Gauntlet II	£6.99	Rocket Ranger	£8.99
Altered Beast	£6.99	Ghostbusters II	£6.99	R-Type	£6.99
Arkanoid (Amiga only)	£4.50	Ghouls'n'Ghosts	£6.99	Run The Gauntlet	£6.99
Arkanoid II	£6.99	Hard Drivin'	£6.99	Shadow of the Beast (Amiga)	£6.99
Baal	£5.99	Head over Heels	£6.99	Sherman M4	£6.99
Barbarian	£5.99	Hitch Hiker's Guide to Galaxy	£7.99	Shinobi	£6.99
Barbarian II	£6.99	Hong Kong Phoey	£6.99	Shuffle Puck Cafe	£6.99
Batman Caped Crusader	£6.99	Hostages	£6.99	Silkworm	£6.99
Batman The Movie	£6.99	IK+	£6.99	Speedball	£7.99
Beach Volley	£6.99	Impossible Mission II	£6.99	Strike Force Harrier	£6.99
Blood Money	£6.99	James Pond	£6.99	Stunt Car Racer	£6.99
Cabal	£6.99	Kid Gloves	£5.99	Super Hang On	£6.99
California Games	£6.99	Last Ninja II	£6.99	SwitchBlade	£6.99
Carrier Command	£8.99	Licence to Kill	£5.99	Teenage Mutant Turtles	£6.99
Celica GT4 Rally	£6.99	Lombard RAC Rally	£6.99	Thunderstrike	£6.99
Centrefold Squares	£6.99	Michael Jackson Moonwalker	£6.99	Toobin'	£6.99
Cloud Kingdom	£6.99	New Zealand Story	£6.99	TV Sports Football	£7.99
Colossus Chess	£6.99	Ninja Rabbits	£5.99	Vigilante	£6.99
Conflict in Europe	£7.99	Nitro	£7.99	War Zone	£6.99
Continental Circus	£6.99	North & South	£6.99	Waterloo	£6.99
Defender of the Crown	£7.99	Out Run	£6.99	Wings of Fury	£6.99
Def of the Earth	£6.99	Operation Wolf	£6.99	Wizball	£4.99
Deluxe Strip Poker	£6.99	Passing Shot	£7.99	WC Leaderboard	£6.99
Double Dragon I or II	£6.99	Platoon	£5.99	Xenon II	£7.99

TOP TITLES	ST	AMIGA
Half Meg Upgrade + Clock	N/A	£29.99
World Series Cricket	N/A	£16.99
3D Construction Kit	£29.99	£36.99
A320 Airbus	£26.99	£26.99
Action Stations	N/A	£17.99
Addams Family	£16.99	£16.99
Advantage Tennis	£16.99	£16.99
Agony	£15.99	£15.99
Air Support	£15.99	£15.99
Alien Storm	£16.99	£16.99
Alpha Waves	£16.99	£16.99
Altered Destiny	N/A	£21.99
Another World	£18.99	£18.99
AMNIOS	£15.99	£12.99
Amos 3D	N/A	£23.99
Amos Compiler	N/A	£19.99
Amos The Creator	N/A	£36.99
Armourgeddon	£15.99	£15.99
Armourgeddon Upgrade	£10.99	£10.99
ATOMINO	£12.99	£12.99
AWSOME	£12.99	£12.99
Back to the Future III	£10.99	£10.99
Back to the Golden Age	£16.99	£16.99
BARBARIAN II (Psyg)	£12.99	£12.99
Bard's Tale III	N/A	£16.99
B.A.T. II	£22.99	£22.99
Battle Chess	£15.99	£15.99
Battle Chess II	£16.99	£16.99
Battle Command	£15.99	£15.99
BATTLE HAWKS 1942	£8.99	N/A
Battle Isle	£19.99	£19.99
Battle Master	£19.99	£19.99
Battle Squadron	N/A	£7.99
Betrayal	N/A	£8.99
Big Run	£16.99	£16.99
Billiard Simulator II	£16.99	£16.99
Birds of Prey	£23.99	£23.99
Blue Max	£19.99	£19.99
Blues Brothers	£16.99	£16.99
Boston Bomb Club	£16.99	£16.99
Brain Blaster	£16.99	£16.99
Buck Rogers	£19.99	£19.99
Cadaver	£16.99	£16.99
Cadaver - the pay off	£10.99	£10.99
Captive	£15.99	£12.99
Cardiaxx	£17.99	£17.99
CARTHAGE	£15.99	£12.99
Carve Up	£15.99	£15.99
Centurion	£16.99	£15.99
Chaos Strike Back	£16.99	£16.99
Champion of the Raj	£9.99	£9.99
Chase HQ	£6.99	£6.99
Chase HQ II	£14.99	£14.99
Chinto's Revenge	£16.99	£16.99
Chrono Quest II	N/A	£7.99
Chuck Rock	£16.99	£16.99
Cisco Heat	£15.99	£11.99
C.Y's Air Combat	£20.99	£20.99

TOP TITLES	ST	AMIGA
Code Name Iceman 1 Meg	£14.99	£26.99
Cohort	£20.99	£20.99
Conan the Cimmerian	£21.99	£21.99
Covert Action	£23.99	£23.99
Crazy Cars III	£21.99	£21.99
Crime Wave	£16.99	£10.99
Cruise for a Corpse	£17.99	£17.99
CyberCon III	£16.99	£16.99
Darkman	£15.99	£15.99
Days of Thunder	£15.99	£8.99
Deliverance	£16.99	£16.99
Demoniak	£19.99	£19.99
Deuteros	£20.99	£20.99
Devious Designs	£16.99	£16.99
Disciples of Steel	£17.99	£17.99
Double Dragon III	£16.99	£16.99
Dr Dooms Revenge	£9.99	N/A
ELF	£15.99	£15.99
Elvira Mistress of Dark	£21.99	£21.99
Elvira II Jaws of Cerberus	£23.99	£23.99
Epic	£15.99	£15.99
Eye of the Beholder	N/A	£19.99
Eye of the Beholder II	N/A	£20.99
F14 Tom Cat	£18.99	£18.99
F15 Strike Eagle II	£23.99	£23.99
F117A Stealth Fighter	£21.99	£21.99
F19 Stealth Fighter	£19.99	£19.99
F29 Retaliator	£15.99	£15.99
Face Off - Ice Hockey	£15.99	£15.99
Falcon III	£23.99	£23.99
Fantastic Voyage	£23.99	£23.99
Fate of Atlantis (Adv'ture)	N/A	£17.99
Fate of Atlantis (Arcade)	N/A	£17.99
Federation of Free Traders	£6.99	£6.99
Feudal Lords	£16.99	£8.99
Final Blow	£16.99	£16.99
Final Fight	£16.99	£16.99
First Samurai	£16.99	£16.99
Flight of the Intruder	£16.99	£22.99
Floor 13	£19.99	£19.99
Football Crazy	£16.99	£16.99
Future Baseball	£16.99	£16.99
Fuzzball	N/A	£13.99
G-Loc R360	£16.99	£16.99
Gauntlet III	£16.99	£16.99
Geisha (X-cert)	£16.99	£16.99
Genghis Khan	£21.99	£21.99
Gettysburg	£18.99	£18.99
Godfather	£18.99	£18.99
Gods	£16.99	£16.99
Golden Shot	£16.99	£16.99
Graham Gooch Cricket	£21.99	£21.99
Graham Taylor	£19.99	£19.99
Grand Prix (Formula 1)	£23.99	£23.99
Gunship 2000	£21.99	£21.99
Hard Drivin II	£15.99	£15.99
Harlequin II	£16.99	£16.99
Harpoon (1 Meg)	£19.99	£19.99

TOP TITLES	ST	AMIGA
Heart of China	£24.99	£24.99
Heimdall	£23.99	£23.99
Hero's Quest (Gremlin)	£16.99	£16.99
Hill Street Blues	£16.99	£16.99
Home Alone	N/A	£23.99
Hudson Hawk	£15.99	£15.99
Hunter	£20.99	£20.99
I. Bothams Cricket	£19.99	£19.99
Indy Heat	£16.99	£16.99
Interceptor	£26.99	£26.99
Ivanhoe	£6.99	£6.99
Jack Unlimited Clipart	N/A	£10.99
Jahangir Khan's Squash	£8.99	£8.99
Jimmy White's Whirlwind	£19.99	£19.99
John Barnes	£16.99	£16.99
John Maden's Football	£16.99	£16.99
Kick Off II (1 Meg)	£15.99	£15.99
Kick Off II (.5 Meg)	N/A	£13.99
Kick Off Winning Tactics	£9.99	£9.99
Kid Gloves II	£16.99	£16.99
Killing Cloud	£11.99	£11.99
KILLING GAME SHOW	£15.99	£12.99
Kings Bounty	N/A	£8.99
Kings Quest IV	£14.99	N/A
Kings Quest V	£26.99	£26.99
Knight Mare	£16.99	£16.99
Knight of the Sky	£23.99	£23.99
Last Ninja III	£16.99	£16.99
Leander	£15.99	£15.99
Leisure Suit Larry II	£14.99	£25.99
Leisure Suit Larry III	£25.99	£25.99
Leisure Suit Larry V	£26.99	£26.99
Lemmings	£15.99	£15.99
Lemmings - Data Disk	£13.99	£13.99
Lemmings - Stand Alone	£15.99	£15.99
Logical	£16.99	£16.99
Lord of the Rings	N/A	£20.99
Lost Patrol	£15.99	£15.99
Lotus Esprit	£15.99	£15.99
Lotus Turbo Challenge II	£16.99	£16.99
M1 Tank Platoon	£19.99	£19.99
Magic Garden	£16.99	£16.99
Magic Pockets	£15.99	£15.99
Magnetic Scroll	£19.99	£19.99
Man Utd. Europe	£15.99	£15.99
M. Ditka Ultimate Football	£18.99	£18.99
Mega -Lo-Mania	£20.99	£20.99
Megatraveller II	£20.99	£20.99
Megatwins	£16.99	£16.99
Mercenary III	£20.99	£20.99
Merchant Colony	£20.99	£20.99
Mercs	£16.99	£16.99
Microprose Golf	£23.99	£23.99
Midnight Resistance	£6.99	£6.99
Midwinter II	£23.99	£23.99
Mig 29 Fulcrum	£21.99	£21.99
Mig 29M Super Fulcrum	£25.99	£25.99
Might of Magic III	N/A	£19.99
Moonfall	£15.99	£15.99
Moonshine Racers	£6.99	£6.99
Moonstone	£21.99	£21.99

TOP TITLES	ST	AMIGA
Monkey Island	£15.99	£15.99
Monkey Island II	£16.99	£16.99
Mystical	£15.99	£15.99
Myth	£15.99	£15.99
Narc	£15.99	£15.99
Navy Seals	£15.99	£15.99
Nebulus II	£15.99	£15.99
Neighbours	£16.99	£16.99
Neverending Story II	£15.99	£13.99
Nightshift	£10.99	£16.99
ORBITUS	£12.99	£12.99
Operation Thunderbolt	£6.99	£6.99
Ork	N/A	£15.99
Outrun Europa	£16.99	£16.99
Pang	£15.99	£15.99
Paperboy II	£16.99	£16.99
Pegasus	£16.99	£16.99
PGA Golf Tour +	N/A	£20.99
Pinball Dreams	£16.99	£16.99
Pitfighter	£16.99	£16.99
Plotting	£15.99	£15.99
Populas+Sim City	£21.99	£21.99
Populous II	£20.99	£20.99
Predator II	£9.99	£9.99
Prehistorik	£16.99	£16.99
Prince of Persia	£15.99	£15.99
Puzznic	£15.99	£15.99
QUEST AND GLORY	£20.99	£20.99
Railroad Tycoon	£24.99	£24.99
Rainbow Islands	£6.99	£6.99
R.B.I. 2 Baseball	£20.99	£20.99
Realms	£20.99	£20.99
Red Baron	£23.99	£23.99
Red Zone	£15.99	£15.99
Renegade (Coin-op Hits)	£6.99	£6.99
Rise of the Drago	N/A	£24.99
Robin Hood	£16.99	£16.99
Robocod	£15.99	£15.99
Robocop	£6.99	£6.99
Robocop II	£14.99	£14.99
Robocop III	£15.99	£15.99
Rod Land	£16.99	£16.99
Rollin' Ronny	£15.99	£15.99
R-Type II	£16.99	£16.99
Rubicon	£15.99	£15.99
Rugby World Cup	£15.99	£15.99
R.V.F. Honda	£7.99	£7.99
Sarakon	£13.99	£13.99
Secret of the Silver Blues	£21.99	£21.99
Secret Weapon Luftwaffe	£19.99	£19.99
Shadowlands	£20.99	£20.99
SHADOW OF BEAST II	£12.99	£12.99
Shadow Sorceror	£19.99	£19.99
Shadow Warrior	£15.99	£15.99
Shuttle the Sim	£29.99	£29.99
Silent Service II	£23.99	£23.99
Sim Ant	£15.99	£15.99
Sim Earth	£20.99	£20.99
Simpsons	£15.99	£15.99
Ski or Die	£16.99	£9.99
Smash TV	£15.99	£15.99

TOP TITLES	ST	AMIGA
Space 1889	£20.99	£20.99
Space Ace II	N/A	£33.99
Space Gun	£15.99	£15.99
Space Crusade	£17.99	£17.99
Space Quest IV	£26.99	£26.99
Special Forces	£23.99	£23.99
Speedball II	£15.99	£15.99
Spirit of Excalibur	£20.99	£20.99
Star Control	N/A	£17.99
Starglider II	£6.99	£6.99
Star Trek V	£16.99	£16.99
Starfighter II	N/A	£16.99
Stratego	£17.99	£17.99
Strider II	£15.99	£15.99
Strike Fleet	£17.99	£17.99
Supaplex	£16.99	£16.99
Super Cars II	£15.99	£15.99
Super hero	N/A	£15.99
Super Off Road	£9.99	£9.99
Super Space Invaders	£20.99	£20.99
Supremacy	£20.99	£18.99
Suspicious Cargo	£16.99	£16.99
Swap	£16.99	£16.99
Switch Blade II	£15.99	£15.99
Terminator II	£15.99	£15.99
Test Drive III	£15.99	£15.99
Their Finest Hour	£19.99	£19.99
Their Finest Mission	£12.99	£12.99
Thunderhawk AH-73M	£21.99	£21.99
Thunder Jaws	£16.99	£16.99
Tip Off	£16.99	£16.99
Toki	£14.99	£14.99
Total Recall	£15.99	£15.99
Turrican II	£9.99	£9.99
Twilight 2000	£23.99	£23.99
Ultima Martian Dreams	£20.99	£20.99
Ultima Underworld	£20.99	£20.99
Ultima V	£19.99	£19.99
Ultima VI	£20.99	£20.99
ULTIMATE RIDE	£10.99	£10.99
UMS II	£23.99	£23.99
Under Pressure	£17.99	£17.99
UnReal	£16.99	£16.99
UN Squadron	£15.99	£15.99
Untouchables	£6.99	£6.99
Utopia	£20.99	£20.99
Vendetta	£16.99	£16.99
Vengeance of Excalibur	N/A	£19.99
Video Kid	£17.99	£17.99
Volfied	£20.99	£20.99
Vroom	£16.99	£16.99
War Head	£7.99	£7.99
White Death (1 Meg)	£19.99	£19.99
Wild Wheels	£14.99	£14.99
Wing Commander II	£19.99	£19.99
Wiz Kid	£15.99	£15.99
Wolf Child	£16.99	£16.99
WOLFPACK	£14.99	£14.99
Wonderland	£19.99	£19.99
W.W.F.	£15.99	£15.99
Ziltrax	£16.99	£16.99

MAX EXTRA only £17.99 Turrican II, ST Dragon, SWIV and Night Shift	**EDITION ONE only £15.99** Double Dragon, Xenon, Gemini Wing and Silkworm	**NINJA COLLECTION only £13.99** D. Dragon, Shadow Warrior, D. Ninja	**VIRTUAL WORLDS only £20.99** Driller, Total Eclipse, Castle Master, The Crypt	**MIND GAMES only £14.99** Austerlitz, Waterloo, and Conflict in Europe
TNT 2 only £20.99 Hydra, Skull + Crossbones, Hard Drivin II, Badlands and Stun Runner	**QUEST FOR ADVENTURE only £23.99** Operation Stealth, Indiana's Last Crusade and Mean Streets	**AIR COMBAT ACES only £18.99** Falcon, Gunship and Fightbomber	**HOLLYWOOD COLLECTION only £16.99** RoboCop, Ghostbusters 2, Indiana Jones, Batman the Movie	**BOARD GENIUS AMIGA only £17.99** Deluxe Monopoly, Deluxe Scrabble, Cluedo, Master Detective and Risk
SOCCER MANIA only £11.99 Football Manager II, Gazza's Soccer, Football Manager - W.C. Edition, Microprose Soccer	**FALCON CLASSIC COLLECTION only £16.99** Falcon, Mission One, and Mission Two	**SUPER HEROES only £17.99** Strider II, Indiana Jones, Last Ninja II and Spy who loved me	**GRANDSTAND only £17.99** Gazza Super Soccer, Pro Tennis Tour, World Class Leaderboard and Continental Circus	**2 HOT 2 HANDLE only £18.99** Golden Axe, Total Recall, Shadow Warrior, Super Off Road Racing
SUPER SIM PACK only £21.99 Int.3D Tennis Crazy Cars II, Italy'90 and Airbourne Ranger	**HEROES ST only £9.99** Barbarian 2, Running Man, Star Wars and Licence to Kill	**FLIGHT COMMAND only £13.99** Eliminator, Strike Force Harrier, Lancaster, Sky Fox and Sky Chase	**4 WHEEL DRIVE only £20.99** Lotus Esprit, Celica GT4 Rally, Team Suzuki, and Combo Racer	**POWER PACK only £14.99** Xenon 2, TV Sports Football, Bloodwych and Lombard Rally
SUPER SEGA only £21.99 Super Monaco GP, Golden Axe, Crackdown, ESWAT, and Shinobi	**BIG BOX only £15.99** Captain Blood, Tin Tin on the Moon, Safari Guns, Teenage Queen, Bubble Plus, Purple Saturn Days, Krypton Egg, Jumping Jackson, BoBo, Hostages	**TEST DRIVE II COLLECTION AMIGA only £20.99** Muscle Cars, California Challenge, European Challenge, Duel, Super Cars	**DOUBLE DOUBLE BILL AMIGA only £22.99** Tv Sports Football, Lords of the Rising Sun, Tv Sports Basketball, Wings	**ACTION PACK only £15.99** Cosmic Pirates, Rotor, Maya, On Safari, Eliminator, Fast Lane, Sherman M4, Hostages, Targhan, Colorado
WINNING FIVE Amiga only £11.99 Iron Lord, Night Hunter, Twin Worlds, Puffy's Saga, and Sir Fred	**MAGNUM 4 only £16.99** Afterburner, Double Dragon, Operation Wolf, and Batman Caped Crusader	**RAINBOWCOLLECTION only £13.99** New Zealand Story, Bubble Bobble, Rainbow Islands	**POWER UP only £16.99** Altered Beast, Rainbow Island, X Out, Chase HQ, Turrican	**AIR, LAND, SEA only £23.99** FA18 Interceptor, 688 Attack Sub, Indy 500

Please make cheques and P.O.'s payable to *Eagle Software*. P&P is £1.00 per order in the UK. Orders under £10 please add 50p per item. Europe: add £3.50 per item. Elsewhere add £4.50 per item. If the title you want is not listed please *phone for prices*. **Free catalogue now available - please phone or tick box.** ☐

Name: ____________________

Address: ____________________

Member No: __________ Computer: __________ Date __________

Title ____________________ Price ______

Price ______

Price ______

Price ______

P & P ______

Total ______

Postcode: __________ Tel: __________

Card No: ____________________

Exp Date __________

Access ☐ Visa ☐ Cheque ☐ P.O's ☐

Mail Order only

What's hot and what's rot? Who's climbing the charts and which products have sunk into oblivion? Games, applications and peripherals, they're all given the CU treatment in Inside Information. . .

THE MOUSE THAT ROARED

Can the Amiga's mouse ever aspire to total control? Rik Haynes looks at a gadget which certainly seems to think so...

What's the future of that strange-looking thing lying beside your Amiga? According to Gyration, we could be playing around with 'free space' mice within a matter of months. This Californian company has provided gyro technology for a diverse range of applications since 1989. Gyropoint is the newest generation pointing device for computers. It can be operated both on the surface of a desktop or held in mid-air with unlimited range of movement. Either way, it's handled with the same ease as an ordinary mouse. Gyration could have solved the annoying little problems associated with these handy gadgets.

The basic gyroscope design has been with us for nearly two centuries. It is normally used to detect the motion and position of expensive instruments in ships and airplanes. Recent developments have radically reduced the cost of the gyroscope and, consequently, expanded its potential for mass consumer use. What about a shake-free camcorder? Or a remote control unit for your TV with a simplified easy-to-use operation? These are just a couple of the possibilities being explored at Gyration. New gyroscope technology could also have a profound effect on everything from cars and robots to computers and video.

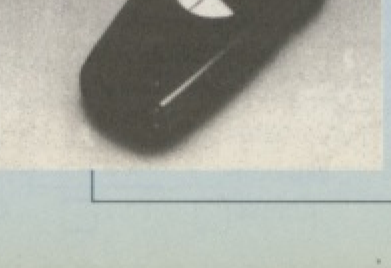
Gyropoint employs a patented optic technology which allows intuitive cursor control by sensing the natural pointing motions of your hand. It's especially useful for laptop machines.

Perhaps the most remarkable demonstration of the gyroscope's precision came with the Patriot system. This ground-to-air missile found fame during the Gulf War, saving many civilian lives by intercepting and destroying the Iraqi SCUD missiles in midair. Such an amazing feat would not have been possible without the gyroscopes at the heart of the Patriot's guidance system and other precision navigation equipment. Don't try to block an oncoming SCUD with your gyro-mouse, though...



ON THE OTHER HAND...

Users of the CDTV don't have to wait for the Gyropoint, they've got their own alternative rodent to lust after. Airmouse is an optional remote controller for the next generation of multimedia players. It's simple to use because you just point the Airmouse at the next function desired. 'Our approach obsoletes other remote control technologies,' states Jim Richards of Selectech. 'Trackballs are cumbersome, need two hands to operate and require considerable hand-eye coordination. With the Airmouse you just point from anywhere in the room and push one button. No other remote control or cordless mouse technology has achieved the natural and user-friendly feeling of the Airmouse.' Erm, quite!



THOSE WERE THE DAYS

THREE YEARS AGO

• *Populous* suddenly arrived and changed the way many players had pigeon-holed and disliked strategy games before. It promptly received a CU Superstar rating of 94% and the quote of 'best game I have played yet on the Amiga' from staff writer Mark Patterson. Despite a slight hiccup with *Flood*, Bullfrog has gone from strength to strength ever since. Is there ever going to be a *Populous III*?

• Budding games writers were enthused by the launch of *SEUCK*, more commonly known as the *Shoot 'Em Up Construction Kit*, from Sensible Software and Palace Software. After a liberal smattering of effort and ingenuity, people with no understanding of programming could produce something along the lines of a budget release. These days, it's been surpassed by the more advanced *AMOS* range of games creation packages from Europress Software. Nevertheless, *SEUCK* is still worth a look, and Gremlin have recently rereleased it on their GBH budget label for less than a tenner.

• British Telecom put its respected entertainment software division up for sale after the bosses decided a shift in the corporate image was urgently required, and games didn't comfortably fit in with fax machines and Maureen Lipman TV adverts. The company that gave us *Elite*, *Carrier Command* and *Starglider II* eventually drifted into the hands of 'Wild' Bill Stealy at Microprose.

TWO YEARS AGO

• One of our spies discovered the Israeli armed forces were using Amigas to train personnel on battleground tactics using custom made simulations of potential flare ups. Wonder if the Iraqi scenario included SCUD-busters and stealth fighters?

• Software publishers were exceptionally busy this month, signing up some top quality licenses including *The Wombles* (Alternative Software), *Total Recall* and *Narc* (Ocean), *Italy 1990* (US Gold) and *Red Phoenix* (Mirrorsoft). We're still waiting to see the latter game, which was based around the best-selling novel by Larry Bond. Will it finally appear courtesy of Acclaim?

• The CU Demos Compo was in full swing with the three knowledgeable judges revealing the work of Amiga artists they most admired. One of the them, Robert Pepperel of video graphics outfit Hardwire, rated Tobias Richter and the classic Walker demo. Pepperel recently tried his hands at a computer game with newcomers Hex. The result, *Top Banana*, was seen on the popular Gamesmaster TV show last month and praised for the trendy sampled soundtrack and a female character taking the leading role for once.

ONE YEAR AGO

• *Thunderhawk*, Core Design's rip-roaring chopper sim, was originally going to be called *Battlehawk*.

• Although our Demo of the Month accolade went to the inspirational Japanese Culture Disk from ADS PD, Softville had an animated space epic worthy of the award-winning graphics seen in Origin's *Wing Commander* for the IBM PC.

• Lucasfilm Games' *Secret Of Monkey Island*, set the pages of CU Amiga ablaze with brilliance. Brimming over with clever gags, intriguing puzzles and gorgeous graphics, this is a must.

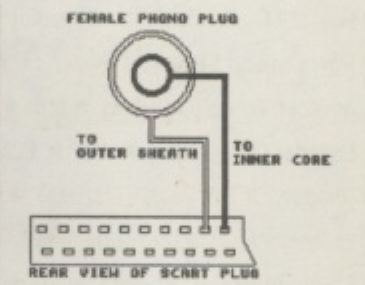
CABLE CORNER

Want to connect your Rombo Digitising Kit up to the Scart socket of your video recorder? Mat Broomfield has all the right connections...

Rombo's Complete Colour Solution (CCS) is widely regarded as one of the best budget-priced digitising set-ups available. It allows the user to digitise single frames or sequences in full colour from a video camera or video recorder.

Linking a video camera is usually a straightforward job as most are equipped with the phono outputs required by CCS. Trouble arises, though, when you try to connect the equipment to a video recorder, as although most newer machines include a phono output, many older machines don't. To get around this, you can make a suitable connector in less than five minutes. And, to make the lead, you'll require a male Scart plug, a female phono plug, a short length of two core wire, a little solder and a soldering iron.

A Scart plug has twenty pins and is commonly used to link video and audio equipment. If you buy blank plugs, the pins are often provided unmounted from the plastic body, allowing you to simply insert the ones you require. This type of Scart plug is ideal and it makes the necessary soldering much easier.



If you open the plug and remove its plastic casing, you'll notice that one corner forms a different angle to the others. Hold the plug so that it faces away from you and so the odd corner is at the bottom right. The two pins will be inserted into the top row at the furthest two positions to the right. If you solder the two lengths of wire to these two pins and insert them into these slots, we can now take a look at the phono connector.

A female phono plug is a circular socket like those found at the back of the Amiga via which the sound is transmitted either to a hi-fi or monitor. It has two points of contact formed by a metal outer sheath and inner core, which are insulated from each other. Also, at the rear of the plug are two tin extensions to which wires can be soldered. The longer of the two is an extension of the outer sheath, the other is part of the plug's core.

Once you've soldered your wires onto the Scart plug, you must connect the phono plug and you're ready to go. Still viewing the Scart plug from behind, the left-hand wire connects to the outer part of the phono plug, whilst the right one connects to the inner core. Once that's done, replace the case on the Scart plug and you're finished.

Ever wanted a complete sound synthesis and processing studio?

Here's your chance. *Synthia II* will allow you to create or modify sample instruments for use with nearly all Amiga music programs. Contact: The Other Guys, 55 North Main Street, Suite 301-D, PO Box H, Logan, Utah 84321, USA.

TOP 100 AMIGA GAMES

★★★★★ supreme ★★★★ excellent ★★★ good ★★ fair ★ dodgy

1 Formula 1 Grand Prix (Microprose) ★★★★★ £34.99
2 First Division Manager (Code Masters) ★★★ £7.99
3 WWF Wrestlemania (Ocean) ★★ £25.99
4 Jimmy White's Whirlwind Snooker (Virgin) ★★★★★ £29.99
5 Scooby Doo And Scrappy Doo (Hitec) ★★ £7.99
6 Birds Of Prey (Electronic Arts) ★★★★★ £34.99
7 Ghouls and Ghosts (Kixx) ★★★★★ £7.99
8 Populous 2 (Electronic Arts) ★★★★★ £29.99
9 Operation Thunderbolt (Hit Squad) ★★★★ £7.99
10 Robocod (Millenium) ★★★★★ £25.99
11 Robocop 3 (Ocean) ★★★ £25.99
12 Lotus Turbo Challenge 2 (Gremlin) ★★★★★ £25.99
13 International Ninja Rabbits (Micro Value) ★ £7.99
14 Heimdall (Core Design) ★★★★★£34.99
15 Wacky Races (Hitec) ★★ £7.99
16 Ultimate Golf (GBH Gold) ★★★ £9.99
17 Robocop (Ocean) ★★★ £7.99
18 World Cricket (Zeppelin) ★★ £7.99
19 Football Crazy Challenge (Krisalis) ★★ £25.99
20 New Zealand Story (Hit Squad) ★★★ £7.99
21 Another World (US Gold) ★★★★★ £25.99
22 Leander (Psygnosis) ★★★★ £25.99
23 Shadow Of The Beast (Sizzlers) ★★★ £7.99
24 Fantasy World Dizzy (Code Masters) ★★ £6.99
25 Lombard RAC Rally (Hit Squad) ★ £7.99
26 Batman – The Movie (Hit Squad) ★★★ £7.99
27 Wolfchild (Core Design) ★★★ £25.99
28 Dizzy Collection (Code Masters) ★★★ £24.99
29 Altered Beast (Hit Squad) ★ £7.99
30 Populous (Star Performers) ★★★★★ £10.99
31 Rick Dangerous (Kixx) ★★★★ £7.99
32 The Untouchables ★★ (Hit Squad) £7.99
33 Abandoned Places (Electronic Zoo) ★★★ £29.99
34 PGA Tour Golf (Electronic Arts) ★★★★★ £25.99
35 Bubble Bobble (Hit Squad) ★★★ £7.99
36 Oh No More Lemmings (Psygnosis) ★★★★ £19.99
37 Paperboy (Encore)★★★★ £7.99
38 Double Dragon 2 (Tronix) ★★ £9.99
39 Alien Breed (Team 17) ★★★★ £24.99
40 Return To Europe (Anco) ★★★ £7.99
41 Pro Boxing (Code Masters) ★★ £7.99
42 First Samurai (Mirrorsoft) ★★★★★ £30.99
43 Microprose Golf (Microprose) ★★★★ £34.99
44 Chase HQ (Hit Squad) ★ £7.99
45 Little Puff (Code Masters) ★ £6.99
46 Manchester United Europe (Hit Squad) ★★★★ £25.99
47 PGA Courses (Electronic Arts)★★★ £14.99
48 Knightmare (Mindscape) ★★★★ £30.99
49 International Ice Hockey (Zeppelin) ★★ £7.99
50 Monkey Island (US Gold) ★★★★★ £29.99
51 Cruise For A Corpse (US Gold) ★★★★ £27.99
52 Giants Of Europe (Anco) £7.99
53 Board Genius (Beau Jolly) ★★ £29.99
54 Edd The Duck (Zeppelin) ★ £7.99
55 F15 Strike Eagle 2 (Microprose) ★★★★★ £29.99
56 Soccer Stars Compilation (Empire) ★★ £25.99
57 Terminator 2 (Ocean) ★★ £25.99
58 Dragon Ninja (Hit Squad) ★ £7.99
59 Moonstone (Mindscape) ★★★ £30.99
60 James Pond (GBH) ★★★★ £7.99
61 The Simpsons (Ocean) ★★★ £25.99
62 Stunt Car Racer (Kixx) ★★★★ £7.99
63 Battle Isle (Ubisoft) ★★★ £30.99
64 Ninja Collection (Ocean) ★★ £19.99
65 Renegade (Hit Squad) ★★★ £7.99
66 2 Hot 2 Handle (Ocean) ★ £29.99
67 Fun School 4 (7-11) (Europress) ★★★ £24.99
68 Highway Patrol (Pocket Power) ★ £2.99
69 F-16 Combat Pilot (Action 16) ★★★★ $9.99
70 Head Over Heels (Hit Squad) ★★★★★ £7.99
71 X-Out (Kixx) ★★★★ £7.99
72 Knights Of The Sky (Microprose) ★★★★ £34.99
73 North And South (Digital Intergration) ★ £7.99
74 Mega-Lo-Mania (Mirrorsoft) ★★★★★ £30.99
75 PGA Tour Golf (Electronic Arts) ★★★★★ £25.99
76 Ice Hockey (Pocket Power) ★ £2.99
77 The Jetsons (Hitec) ★★ £12.99
78 Ninja Rabbits (Micro Value) ★ £6.99
79 Football Manager (Pocket Power) ★ £2.99
80 Full Contact (Team 17) ★★ £9.99
81 VideoKid (Gremlin) ★★★ £25.99
82 The Godfather (US Gold) ★★ £30.99
83 Lemmings (Psygnosis) ★★★★ £25.99
84 R-Type (Hit Squad) ★★★ £7.99
85 Eye Of The Beyholder (US Gold) ★★★★★ £30.99
86 Fun School 4 (5-7) (Europress) ★★★ £24.99
87 Powermonger Data Disk (Electronic Arts) ★★★★ £14.99
88 Chicago '90 (Pocket Power) ★ £2.99
89 Ninja Warriors (Tronix) ★★ £9.99
90 Tip Off (Anco) ★★★ £25.99
91 Silent Service 2 (Beau Jolly) ★★★ £34.99
92 Railroad Tycoon (Microprose) ★★★★★ £34.99
93 Seconds Out (Pocket Power) ★ £2.99
94 Home Alone (Accolade) ★ £24.99
95 Jump Jet (Pocket Power) ★ £2.99
96 Las Vegas (Pocket Power) ★ £2.99
97 Toyota Celica Rally (GBH) ★★★ £7.99
98 4 Wheel Drive Compilation (Gremlin) ★★ £29.99
99 Rugby The World Cup (Domark) ★★★★ £24.99
100 Turrican (Kixx) ★★★★★ £7.99

Charts supplied by Gallup (071 794 0461) ratings given by the CU Amiga team.

TOP TEN GAMES IN THE USA

1 Civilisation (Microprose)
2 Populous 2 (Electronic Arts)
3 Secret Of Monkey Island 2 (Lucasfilm Games)
4 Falcon 3.0 (Spectrum Holobyte)
5 P-38 Lightning (Lucasfilm Games)
6 Elvira II: Jaws of Cerberus (Accolade)
7 SimAnt (Maxis)
8 Eye Of The Beholder II (SSI)
9 Birds Of Prey (Electronic Arts)
10 Legend Of Robin Hood: Conquest Of Longbow (Sierra On-Line)

Charts supplied by LOGiN magazine in Japan

★ ★ ★ ★ ★ ★

MAKE A DATE

April 2nd-5th
AMIGA BERLIN 92
Berlin
01049 8106 34094

April 7th-10th
THE WHICH COMPUTER FAIR
NEC Birmingham
081 742 2828

April 12th
ALL FORMATS FAIR
Northumbria
0926 613047

April 12th-14th
EUROPEAN COMPUTER TRADE SHOW
London
081 868 4466

April 26th
ALL FORMATS FAIR
Solihull
0926 613047

May 16th
ALL FORMATS FAIR
London
0926 613047

ENCYCLOPAEDIA of the CDTV



compiled by **Rik Haynes**

Is the CDTV really 'nothing short of revolutionary'? And is its software making the most of the machine's potential? CU takes a look at the good, the bad and the ugly...

★★★★★ – EXCELLENT ★★★★ – GOOD ★★★ – AVERAGE ★★ – POOR ★ – DIRE

ARTS & LEISURE

Advanced Military Systems
Dominion £29.99
Armchair admirals, pillow pilots and couch corporals rejoice! Over 1,500 photographs accompanied by music and narration reveal everything you've ever wanted to know about the F-117A, Stealth Fighter and other smart weapons. ★★★★

Animals in Motion
On-Line Entertainment £29.99
Photographic pioneer Edward Muybridge must have spent an absolute fortune on Kodak film for all those snapshots in his scrapbook. However, only the most backward artists will see any use in these bogus monochromatic moving images of tigers, monkeys, camels and so on. ★

Animated Colouring Book
Gold Disk £19.99
Hey, it's just like playing with crayons on your TV screen. Hours of pure entertainment can be had from choosing disgusting colour combinations for pictures of dogs, cats, and more. Cheap and cheerful if you're under five years of age. ★★

Cinemabilia
Media Sat Production £tba
An Interactive Dictionary of Film from Italy? Over 30,000 movies are covered along with 15,000 actors and 5,000 directors. Famous films also have high-quality posters and photos of the sets.
Out Soon.



The Family Circus Video Titler
Context Systems £tba
Transform your home videos with fun title screens and comic art. Sound Studio is incorporated to add fanfares, slapstick effects and applause. Can be used with the CD1301 Genlock (£149.99) to mix CDTV images with video from your camcorder.
Out Soon.



Fidofax
Intersearch Systems £tba
Yikes, *Fidofax* gets our vote for craziest CDTV title so far. This 'essential guide to choosing and caring for your dog' comes with 300 full colour photographs, three hours of audio and a canine identification game. You can even hear Rover bark!
Out Soon.

Gardenfax (series)
CDTV Publishing £34.99 each
Range of four discs (Indoor Plants / Garden Plants / Fruit, Vegetables and Herbs / Trees, Shrubs, Roses and Conifers) for budding gardeners everywhere. Unless you frequently use the search facility, a good reference book makes more sense than installing your CDTV system in the potting shed. ★★

Women in Motion
On-Line Entertainment £29.99
Fortunately, not a compact disc full of Viz's Fat Slags, but another compilation of classic Edward Muybridge Victorian photographs. Is it art or pornography? Slightly better than Animals in Motion, but will feminists campaign for the release of Men in Motion? ★★

EDUCATION

A Bun for Barney
Multimedia Corporation £34.99
Actor Tom Baker of Dr Who fame provides the narration for this interactive animated storybook aimed at preschool children. Kids can play games, make silly characters do funny things, and listen to songs. Words can be selected to hear how they should be pronounced.
★★★

ENCYCLOPAEDIA of the CDTV

Asterix et Fils Learn French (two discs)
Eurotalk £29.95 each
Over 60 minutes of spoken French from 30 characters, 400 full-colour cartoon drawings and 1500 vocabulary items come on these two discs. Luckily, a complete English translation of the text is also provided. Optional sound digitiser and microphone improves your French accent. Out Soon.

Asterix y Hijo Spanish (two discs)
Eurotalk £tba
Similar to the *Asterix Learn French* product. 'We have produced a language program that is so addictive that even lazy learners will want to use it over and over again,' insists Andrew Ashe of Eurotalk. Out Soon.

Barney Bear Goes to School
Free Spirit Software £29.99
Storytime shows kids how to get ready for school while Schooltime allows them to select and play learning activities including spelling and counting games, recognising shapes and yet another electronic colouring book. Far too American for most tastes. ★★

Barney Bear Goes Camping
Free Spirit Software £29.99
We're quickly becoming totally sick of this brown fur ball and his cute antics. This time unlucky children take a walk in the North American countryside to learn about animals and, wait for it, visit the ranger for some 'nature facts'. Yuk! ★

Cinderella
Discis
£39.99
Original fairy story edited by Greg Guderian. The 'reader' can click on any word in the text or on any item in a picture to see additional information including second language translations in French, German, Italian and Spanish. ★★★

Funschool 3 (two discs)
Europress Software £24.99 each
A refreshing change to see a bit of British product in the growing CDTV educational range. Top quality stuff for under fives or five-to-seven-year-olds. Learning can be fun with animated skill tests in number, shape, and word recognition. ★★★★

Heather Hits Her First Home Run
Discis £34.99
'Discis Books are easy to use and they show a child that learning can be a fun and rewarding experience,' assures a spokesperson for this Ontario-based company. Wonder if we'll spot *Heather Gets Laid* in the future? Hmm, very doubtful. ★

Japan World
Topclass Technology £49.99
Originally developed to enlighten Derbyshire children on Japanese language and culture following Toyota's decision to build a £700 million car assembly plant in the county. Subjects covered range from history and geography to art and travel, sport and food. Shows how this sort of product should be done. ★★★★



LTV English
Jeriko £34.99
A French way to improve your English? You've got to be kidding! A 'cultural approach' to the UK and USA is taken via a series of reports on daily life in London and Los Angeles. Get the idea? No, neither did we. ★

Mind Run I/II
CDTV Publishing £29.99 each
Designed to fine-tune your powers of memory, logic and reflexes. Don't expect that this series of exercises will test your intellectual aptitude any more than watching an episode of The Krypton Factor. ★

Moving Gives Me A Stomach Ache
Discis £34.99
There are presently ten titles available for the CDTV from Discis, this one is another case of 'fine-if-you-like-that-sort-of-thing.' If only these electronic books didn't look and sound so American… ★★

Mud Puddle
Discis £34.99
Author Robert Munsch strikes back! This time, Jule Ann tries to escape from the mud puddle that is chasing her. She has to find a way to outsmart this dirty son of a ditch. For children of six and older. ★

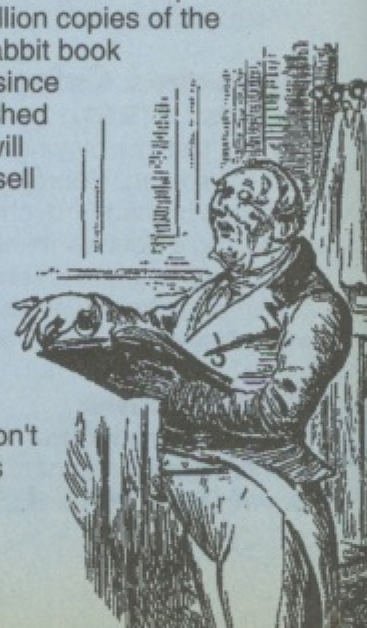
My Paint
Saddleback Graphics £29.99
Complete electronic colouring book with over 100 pictures to play with. Each is accompanied by sounds and animated symbols for the painting tools, and some of the drawings teach the alphabet and reading skills. Kids aged between three and nine years of age should have some laughs. ★★★

North Polar Expedition
Virgin Games £29.99
Snowbound role-playing adventure for groups of five to ten people. Simulates a journey to the pole with pictures and sounds from real Arctic expeditions. Can you make it to safety before the ice-pack begins to break up? ★★★

The Paperbag Princess
Discis £34.99
Robert Munsch gives your child another dose of traditional fairy tale fare served up in unique Discis fashion. The twist? Our feisty princess heroine must rescue an idle prince from the nasty dragon. Will they live happily ever after? ★★

Scary Poems For Rotten Kids
Discis £39.99
Youngsters are supposed to enjoy the Discis electronic books because they are enhanced by a variety of real voices, music and sound effects. *Scary Poems For Rotten Kids*, for instance, contains a blood-curdling scream at appropriate points in the verse. ★★★

The Tale of Peter Rabbit
Discis £39.99
These Discis Books are a bit hard to read at bedtime – or are they? The accompanying narration can be tweaked with variable pauses between phrases. More than 15 million copies of the original Peter Rabbit book have been sold since it was first published back in 1902 – will this CD version sell as many? ★★★



Thomas' Snowsuit
Discis £34.99
Hurrah, the return of Mr Munsch. Why won't naughty Thomas put his dreamy

snowsuit on? Can his Mother, Teacher and Principal make him wrap up warm for those cold winter months ahead? Who cares anyway? Not us, that's for sure. ★

Battle Chess

Interplay £44.99

First seen on the Amiga, this action translation of the classic boardgame has some stunning enhancements over its predecessor. For starters, there's a 35 minute tutorial combining over 9,000 frames of animation, sampled speech and a professionally-composed music score. This 'mini movie' brings the history and rules of chess to life. The text was researched by a TV script writer who managed to discover a little known fact that the Queen couldn't move around the board in ancient times. Interplay has also inserted more animated graphics and sound effects inside the game itself. Some of the combat sequences have been reworked but the humour remains intact. If you've never played this interpretation, each piece can actually walk around the chess board and destroy their opposition in spectacular fashion. Battlechess features 10 levels of play and an opening library of 30,000 moves. Take a look at the asking price, though. Ouch! *****

ENTERTAINMENT

All Dogs go to Heaven
Merit Software £34.99
Help! It's another colouring book repackaged as a 'Talking Electric Crayon'. Based around the Sullivan Bluth animated feature film, telling the story of a streetwise German Shepherd. A bit of a flop, just like the original movie. ★

Battlestorm
Titus £29.99
Why has the Paris games publisher bothered to release this pathetic shoot 'em up onto the CDTV? And, more importantly, how many copies have been sold? This is really second-rate stuff so save your cash for something better. ★

Case Of The Cautious Condor
Tiger Media £34.99
Award-winning murder mystery thriller that doesn't boast a fortune in digitised graphics. You have a mere 30 minutes to solve the crime by interviewing the passengers and crew on a luxury thirties flying ship. Contains three hours of CD-audio and more than 700 originally-drawn colour pictures. ★★★★

Classic Board Games
Merit Software £34.99
There are far superior versions of Chess, Draughts and Backgammon available on the PD circuit. Trouble is, you'll need an additional CD1220 keyboard (£49.99), CD1252 mouse (£49.99) and CD1411 floppy disk drive (£99.99) to enjoy them! ★

Defender Of The Crown II
DTV Publishing £29.99
Commodore has decided to produce an extended and improved version of this classic Amiga game from the now-defunct Cinemaware. The original artist, Jim Sachs, has reprogrammed the entire title and introduced extra gameplay features, graphics, voice-over and animated sequences.
Out Soon.



Dinosaurs for Hire
Wright Systems £16.99
Nobody seems to know much about *Dinosaurs For Hire* or its developer, Wright Systems, but at least this 'edutainment' title is cheap. Could be worth a look if fossils are your thing.
Out Soon.

European Space Simulation
Coktel Vision £34.99
It has taken this Paris-based company over two years to bring the CD adaption of *ESS* to our screens. The game is basically a resource management affair where space shuttles and orbiting stations can be organised to your heart's content. ★★

Falcon
Spectrum Holobyte £49.99
Fifty quid for a combat flight simulation converted over from the Amiga is a rip-off, right? On a positive note, *Falcon* puts the audio and video facilities of the CDTV to good use. Mission briefings come with footage and spoken descriptions of the aircraft, flight procedures and scenario. During the game, you can hear verbal instructions from the control tower and pilots speaking to one another. ★★★★★

Future Wars
Delphine Software £34.99
This premier 'Cinematique' graphic adventure captured the imagination of players in Europe, USA and Japan. Can you prevent the alien storm troopers from taking over the world? Many believe *Future Wars* holds more substance than, say, *Operation Stealth* or *Cruise For A Corpse*. Highly recommended. ★★★★

Herewith the Clues
Domark £29.99
Based on the famous murder mystery novel by Dennis Wheatley, who just happens to be a relative of the boss of Domark. It's rather like those practical 'hands on' history projects at school, where you have to piece together assorted photographs, letters, records and other clues. Exhibits displayed as ray-traced 3D objects in HAM mode and CD-quality incidental music help to spruce the product up.
Out Soon.

The Hound of the Baskervilles
On-Line Entertainment £29.99
Interactive interpretation of Conan Doyle's classic detective story featuring Sherlock Holmes and his trusty pal Dr Watson. Similar in nature to *Herewith The Clues* with plenty of journals, newspaper cuttings and police reports to sift through. Fine until you've played it a couple of times. ★★

Indiana Jones and the Last Crusade
CDTV Publishing £34.99
Lucasfilm Games' brilliant graphic adventure based, naturally enough, on the third Indy movie is further enhanced by the thrilling John Williams music score coming straight off the compact disc. The game designers worked from the original script, set designs, effect sequences and props of the blockbusting Stephen Spielberg/George Lucas film. Great stuff. ★★★★

Lemmings
Psygnosis £34.99
Considering this game comes 'free' with the CDTV, none of the superior hardware capabilities of your new machine have been put to any decent effect. Despite this oversight, you won't find a better arcade puzzle game on the machine as this is just as addictive and just the same as the game that originally appeared on the Amiga. ★★★★★

Many Roads to Murder
CDTV Publishing £29.99
There certainly seems to be a lot of murder mysteries to solve on the CDTV. Is this Commodore device selling in large numbers to the police force or private dicks? Like the real thing, this outing is best avoided. ★

Murder Anyone?
CDTV Publishing £29.99
Like we said before, you can have too much of a good thing. Sadly, *Murder Anyone?* doesn't even qualify for that compliment. Is the victim's spinster sister keeping any secrets from you? What about that shifty playboy brother of his? The trick is in staying awake long enough to find out. ★

ENCYCLOPAEDIA of the CDTV

Murder Makes Strange Bedfellows
Tiger Media £34.99
Sequel to *Case Of The Cautious Condor* with even more characters to meet and plot twists to explore. Remember *Aztec Challenge* and *Forbidden Forest* on the C64? Their creator Paul Norman now provides the extensive sound support for all Tiger Media games. Out Soon.

A Night at the Races
Context Systems £29.99
Experience a few thrills of the racing track as a rich owner or betting punter. Sorry, even that strange bloke from Channel Four Racing is more entertaining than this effort. What exactly is the point of *A Night at the Races*? ★

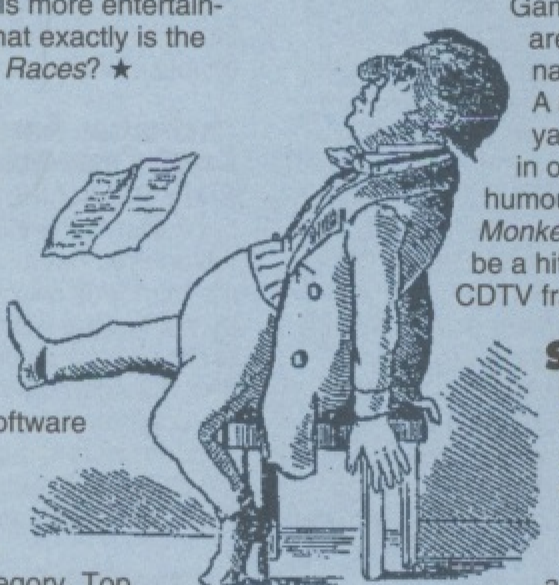
Ninja High School Comix
Wright Systems £16.99
It's that mysterious Wright Systems again. How does this outfit make a profit from making the cheapest CDTV software available? Like *Dinosaurs For Hire*, this product really should to be placed in the Arts & Leisure category. Top marks for a truly awful name. Out Soon.

Prehistorik
Titus £34.99
Not exactly in the same league as Core's *Chuck Rock*, *Prehistorik* is another crazy caveman caper with 30 levels populated by icy lands, jungles, spring boards, clubs and unfriendly Chimp-a-gogo creatures. ★★

Psycho Killer
On-Line Entertainment £29.99
Employing the Jeremy Beadle method of creating a CDTV game, Fergus McNeill and some friends took a trip out to the countryside with a camcorder and came back with an interactive shocker movie. *Psycho Killer* could have been better. A sequel is currently in production, let us hope they've learnt from their mistakes. ★

The Return of Medusa
Starbyte £tba
Remember Virgin's *Rolling Ronny*? Starbyte were the chaps that produced it. *The Return Of Medusa* is a fantasy adventure from the same team. Out Soon.

Secret Of Monkey Island
CDTV Publishing £34.99
The floppy-based *Monkey Island* duo of graphic adventures from Lucasfilm Games in the states are seen as the pinnacle of their genre. A swash-buckling yarn brimming over in outrageous humour, the first *Monkey Island* is sure to be a hit among the CDTV fraternity. ★★★★★



Spirit Of Excalibur
Virgin Games £34.99
Cross between a fantasy role-playing adventure and arcade game, *Spirit Of Excalibur* brings 2.5 megabytes of graphics and orchestrated music and sampled speech. Out Soon.

Super Games Pak
Oddysey £29.99
Relive the 'golden age' of arcade gaming with *Jailbreak*, *Byteman* and *Deathbots*. What the heck is this doing on Compact Disc format? ★

Town With No Name
On-Line Entertainment £29.99
Inspired by the ageless Spaghetti Western movies starring Clint Eastwood and his Axminster rug, *Town With No Name* is another CDTV title put together with the Desktop Video authoring system by On-Line Entertainment. ★★

Jack Nicklaus Golf – CDTV
Accolade £39.99
Realism is the key word for this sizzling sports simulation. Over 30 photographers and technicians painstakingly walked across every inch of Murfield Village Golf Club in Ohio, USA. The 9,000 digitised stills they took of this infamous golf course have been rendered as HAM screens and overlaid with 16-colour sprite animations of the golfers. Accolade is also using actual photographs of Jack Nicklaus in action. An original digital musical soundtrack and over 20 sampled sound effects add atmosphere. Hear dogs bark and leaves rustle in the trees as you go for that final putt on the 18th hole. Keep an eye and ear ready for it.
Out Soon.

Tiebreak Tennis
Starbyte £tba
Can this relatively unknown German software developer compete against the might of *Pro Tennis Tour II* from Ubisoft? We'll have to wait and see. Out Soon.

Trivial Pursuit
Domark £34.99
Domark's multimedia extravaganza has been brought to life with an injection of over 2,000 questions, stereo sound effects and music, cartoon animations, digitised pictures and voice-overs from popular actors. Good choice for the family. ★★★★

Ultimate Basketball
Context Systems £29.99
Below par simulation of this engrossing indoor sport. A halftime show with female cheerleaders goes to show that sexism among programmers is still rife. ★★

Wrath of the Demon
Readysoft £29.99
A hack 'em up with over 3Mb of graphics data, 600 screens of action, more than 100 monsters and 1,400 frames of animation. *Wrath Of The Demon* for the CDTV isn't radically different from its computer cousin. Players go on a quest, through swamps and temples, to destroy an evil Demon and rescue the princess. Aaargh! ★★★★

Xenon II: Megablast
The Bitmap Brothers £29.99
Probably the closest Betty Boo and S' Express will ever come to a video game. This respected blaster has been customised with music, digitised pictures and biographies from various Rhythm King artists. The original Bomb the Bass Megablast soundtrack has been remixed using Roland Sound Space (RSS) for 3D 'surround sound' effects from any ordinary stereo source. Isn't it about time The Bitmap Brothers got stuck into *Xenon III*? You betcha. ★★★★★

MUSIC

CD Remix II
Microdeal £29.99
Ever wanted to make a personal remix of your favourite CD single? With *CD Remix Version 2*, you can jump around a track and overlay any of the 600 sound effects, speech or drum beats that are included. Limitless larks. ★★★★

Karaoke Hits I/II
Music Sales £16.99 each
Get into the Japanese singing craze without embarrassing yourself in front of the locals at The King's Head. All the

Sherlock Holmes, Consulting Detective

ICOM Simulations £39.99

Something of a breakthrough in CD-ROM games, Sherlock Holmes is already a success on other platforms like the NEC PC Engine console and Fujitsu FM Towns in Japan. ICOM Simulations has managed to squeeze over 90 minutes of full motion video into this jaunt of interactive investigation. To solve each of the three murder mysteries, players must match their wits with Sherlock himself. The video portion of the game was produced like a short feature film with 50 speaking parts for 25 actors, 70 period costumes and 25 Victorian sets needed to create the illusion. Programmers then digitised the video and blended these images with computer generated graphics and hand-drawn illustrations. The dialogue audio was also digitised and synchronised with the video scenes. Don't miss it. ★★★★

usual popular songs from the past are included in these two discs. ★★★

Musicolour

Virgin Games £34.99

Teach yourself how to compose and read music via the world-renowned Candida Tobin method. No previous musical knowledge is necessary. Ideal for primary school children, *Musicolour* can be used as part of the National Curriculum. ★★★



Music Maker

CDTV Publishing £34.99

Anyone can create music with this easy-to-use program. Choose one of the 17 song tracks, select one of the 40 instruments and away you go. ★★★

Voice FX

Microdeal £19.99

'Sing along with your favourite artist and change your voice from Burl Ives or Michael Jackson to Terminator 2 or R2D2,' goes the sales pitch. This is real-time voice-changing software and is for use with *Voice Master. Voice FX* has 11 different effects such as pitch down, reverse, robot, ramp and reverb. ★★

Voice Master

Microdeal £39.99

This microphone and interface allows you to scream at programs like *Asterix et Fils Learn French* (Eurotalk) or *Voice FX* (Microdeal). ★★★★

REFERENCE

The American Heritage Illustrated Encyclopedic Dictionary

Xiphias £49.99

Why must the Yanks spell words differently like 'color' and 'thru'? Not much substance here for your cash. Over 180,000 entries with 3,000 colour illustrations and an automated word pronouncer and speller. What about a British version? ★★

Complete Works of Shakespeare

Animated Pixels £29.99

Read all the plays, poems and sonnets that have become part and parcel of English history. Instant search facility for single word or phrase. Complete with woodcut illustrations. ★★★★

Dr. Wellman – Family Health Adviser

CDTV Publishing £54.99

Expensive way for hypochondriacs to electronically browse through their worst nightmares. Provides a dictionary of over 600 explanations for medical names, terms, symptoms and conditions. Around the world section gives some handy tips for worried travellers. ★★★

Hutchinson Encyclopaedia

CDTV Publishing £49.99

Reference tool with over 25,000 entries, 1.5 million words, 250 sound clips and 2,000 photographs. Supplied 'free' with the CDTV. ★★★

The Illustrated Holy Bible

Animated Pixels £29.99

It's all here! The Bible as you've never seen it before with deluxe full-colour illustrations. Contains the entire text of the Old and New Testaments together with full colour illustrations. Instant search and slide show facilities are built in. ★★★★

Illustrated Sherlock Holmes

Animated Pixels £34.99

Rediscover the complete set of 60 absorbing stories detailing the exploits of the world's greatest and most eccentric detective. Over 250 colour illustrations relate to the text and there's a quiz for each story. Wouldn't it be great to see a battle of logic between Spock and Sherlock? ★★★★

NASA... The 25th Year

Troika Multimedia £tba

Recapture the excitement of the Apollo moon landings or first space shuttle flight. Adapted from a National Aeronautics and Space Administration (NASA) film, this Troika release employs the CD-XL software technology from Commodore. This produces partial screen motion video at 10 frames per second. Out Soon.

The New Basics Electronic Cookbook

Xiphias £39.99

First appearing back in the days of the Commodore Vic-20, this type of cookbook has never done the job well. Comprises full-colour photographs of 450 recipes and their ingredients with voice-overs by the well-known authors. Budding Fanny Craddocks or even Galloping Gourmets should definitely take a look. ★★

Time Table (series)

Xiphias £39.99 each

Current Time Table titles for the CDTV examine Science and Innovation, Arts and Entertainment and Business, Politics and Media. Titles planned for the future will cover Religion, Human Thought, Sports and Daily Life. A 'hot word' and key word searching facility allows you to quickly skip to the important sections of these detailed multimedia reference works. ★★★

World Vista Atlas

Applied Optical Media £54.99

By the time you've loaded this disc into a caddy, waited for the program to load and located the correct point on its scrolling map, you could have simply picked up a book, got the information required, ordered a pizza and made a cup of coffee. The supplementary information is far more useful than the maps themselves. What a waste of space! ★

SimCity

Maxis £29.99

Managing a town and community sounds boring, but this game is incredible. No wonder it's picked up more awards than anybody can care to remember. *SimCity* lets you create your own city complete with homes, shops, factories, parks, crime, sea ports, fire stations, airports, pollution, sports stadiums and, yeah, little people. Bad planning may result in a ghost town or a prison sentence. An 'approval rating' keeps you updated on the progress in winning the hearts and minds of those fickle citizens. If this rating gets too low, you can kiss that cushy mayor's job goodbye forever. Also watch out for floods, earthquakes, fires and even a rampaging monster! ★★★★★

the best just got a whole lot better

Big changes are afoot in next month's issue of CU Amiga, Britain's fastest-growing magazine. . .

BUT SERIOUSLY... We've decided to get out the feather duster, put on our pinnies and give CU Amiga a bit of a spring clean. For starters, we're moving up to a bigger-size which means we'll be able to fit even more information onto every page for added VFM. Along with the extra space to play with, we'll be revamping our Blues Pages. From next month, our avidly-read blues section is going to cover the whole gamut of Amiga computing with new columns on programming, Comms, CDTV, and business packages complemented by semi-regular columns on new books, joysticks, education software, DTP and just about anything else we can cram in. By popular request, we'll also be re-introducing tutorials and walk-through guides to some of the most popular Public Domain utilities and reinstating Points of View, where major industry figures get to have their say about the Amiga and all things computing. **GAME ON...** And we're not neglecting our games-coverage, either, as Screen Scene gets a much-needed lick of paint with new layouts, new score-boxes and even more detailed information to help you decide which games to buy. Play-to-Win also gets the remix treatment with more hints and tips sqeezed onto its pages than ever before. **GOING PUBLIC...** With the explosive growth in PD showing no signs of abating, our Demos and PD Utilities sections are both set to expand, too, with more reviews and feature-based material than ever before. There's only going to be one place to look for the best PD reviews, so join us next issue when we reveal all...

DISK DOUBLE

We set the trends, not follow them and, as our double disks go from strength to strength, we've got a whole bundle of surprises in the works which will make CU's disks even better. Forget the rest, just buy the best.. .

THE MAY ISSUE OF BRITAIN'S BEST AMIGA MAGAZINE, CU AMIGA,
IS ON SALE 26 APRIL...
MISS IT AND BE MISINFORMED

THE COMPLETE COLOUR SOLUTION

£179

Vidi ... No 1 in UK & Europe (Leading the way forward)



Amiga Computing: The best Amiga digitiser has had the technicolour treatment. Vidi must be one of the most exciting peripherals you can buy for your Amiga.

Micro Mart: When I first saw Vidi "in the flesh" as it were, at the CES show last September it looked to be the answer to a frustrated Digi View owner's dreams – in fact to see pictures appearing on screen without the customary two minutes wait seemed almost too good to be true. I have consistently produced more good quality pictures in the short time I have had Vidi than I ever did with Digiview.

Zero: Now under normal circumstances cheap usually means poor quality but this is not the case with Rombo. Why? cos Vidi-Amiga is the best digitiser for under £500 and I've tried them all.

Amiga Format: Where quality is concerned, Vidi produces some of the best results I've seen on any digitiser at any price.

Amiga User International: The latest addition to the Rombokit is called Vidi-RGB and brings this already impressive package to the realms of totally amazing. CONCLUSION: Who will find Vidi-Amiga useful? The answer to this is almost anyone with a video recorder or camera and a passing interest in graphics.

Get the most out of your Amiga by adding:

"The Complete Colour Solution"

The Worlds ultimate creative leisure product for your Amiga. Capture dynamic high resolution images into your Amiga in less than one second.

And Look No Filters

Images can now be grabbed from either colour video camera, home VCR or in fact any still video source. The traditional method of holding three colour filters in front of your video camera is certainly a thing of the past. Because Vidi splits the RGB colours electronically there are no focussing or movement problems experienced by some of our slower competitors. Lighting is also less of an issue as light is not being shut out by lens filters. Put all this together with an already proven Vidi-Amiga/VidiChrome combination and achieve what is probably the most consistant and accurate high quality 4096 colour images ever seen on the Amiga.

The colour solution is fully compatible with all Amiga's from a standard A500 to the ultimate A3000. No additional RAM is required to get up and running.

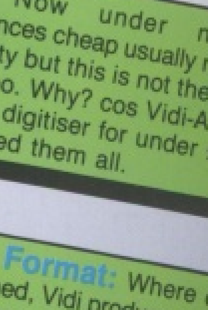
You will see from independant review comments that we are undoubtedly their first choice and that was before the complete solution was launched. If you have just purchased your Amiga and are not sure what to buy next, then just read the comments or send for full review and demo disk.



Actual unretouched digitised screenshot

Features ...

- Grab mono images from any video source
- Capture colour images from any still video source.
- Digitise up to 16 mono frames on a 1meg Amiga.
- Animate 16 shade images at different speeds.
- Create windows in both mono & colour.
- Cut & Paste areas from one frame to another.
- Hardware and software brightness & contrast control.
- Choice of capture resolutions standard & Dynamic interlace.
- Full Palette control.
- Add text or draw within art package.



Full colour demonstration disk available for only £1.95 to cover P&P.

ROMBO

Baird Road, Livingston, EH54 7AZ. Scotland Sales Hotline: (44) 0506 466601 Fax: (44) 0506 414634

SOFTWARE 2000's

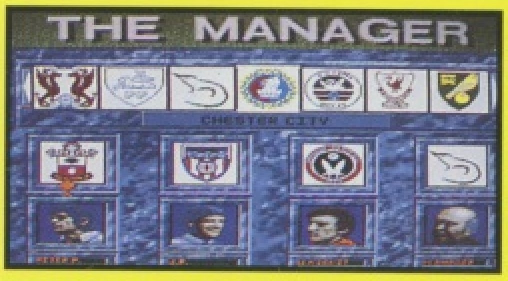
The MANAGER

C+VG HIT!

HIGHLIGHTS OF THE GAME!



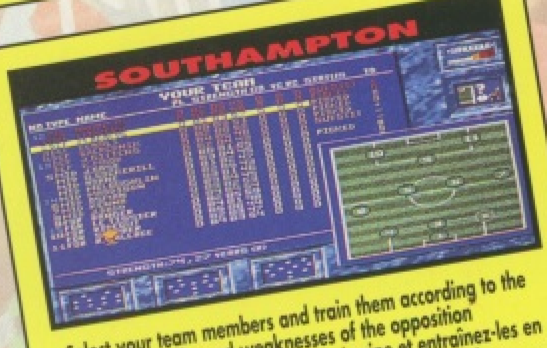
Superb graphics on the introductory screens set the scene for the definitive football management product
Les superbes graphismes des écrans d'introduction annoncent le jeu ultime de football management.
Una superba grafica fin dalle videate di introduzione, imposta la scenografia per il prodotto definitivo di gestione del calcio.



Up to 4 players can take part - choose your teams from the top 3 current league divisions
Vous pouvez être jusqu'à 4 joueurs - choisissez vos équipes dans les 3 premières divisions actuelles.
Possono prendere parte fino a 4 giocatori - scegli le tue squadre dalle prime tre serie.



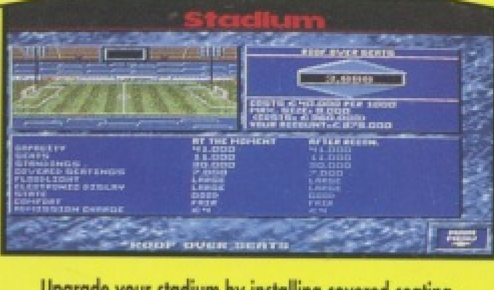
The main menu - click on the icons to select the various options.
Le menu principal - cliquez sur les icônes pour sélectionner les différentes options.
Il menu principale - fai click su un icona per selezionare le varie opzioni.



Select your team members and train them according to the strengths and weaknesses of the opposition
Sélectionnez les membres de votre équipe et entraînez-les en fonction des forces et faiblesses de vos adversaires.
Seleziona i membri della tua squadra e allenali in relazione alla forza e alla debolezza del tuo avversario.



Send the team to a training camp to improve their performance - if you can afford it!
Envoyez votre équipe dans un camp d'entraînement pour qu'elle améliore sa performance -si vous pouvez vous le permettre!
Manda la squadra in ritiro di allenamento per incrementare le sue prestazioni-se te lo puoi permettere!



Upgrade your stadium by installing covered seating.
Modernisation de stade par l'installation de sièges sous abri.
Migliora lo stadio mettendo posti a sedere coperti.



It's match day! Liverpool have just scored against Coventry in the 59th minute
C'est le jour du match! Liverpool vient de marquer un but contre Coventry City.
È il giorno della partita! Al 59o minuto Liverpool ha appena segnato un gol contro il Coventry City.



Wheel and deal on the transfer market to improve your team.
Tirez parti des combines du marché des transferts pour améliorer votre équipe.
Datti da fare sul mercato dei trasferimenti per migliorare la tua squadra.

Screen shots from Amiga version.

SOFTWARE 2000

U.S. GOLD

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between formats in quality and appearance and are subject to the computers specifications.

Marketed and distributed under licence from Software 2000 by U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.